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LATEST INFO ON ATARI'S 16-BIT 'PANTHER' PROJECT!

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# ELECTRONIC GAMING MONTHLY

NUMBER 19

## BONK IS BACK!

CHECK OUT OUR EXCLUSIVE  
COVERAGE OF NEC'S NUMBER ONE  
CAVEMAN COMMANDO IN HIS  
SECOND ADVENTURE!!

SPECIAL IN THIS ISSUE!!  
16-PAGE TURBOGRAFX-16  
SUPPLEMENT!!

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SIMINI RUN, CAJARES, ZARLOR  
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SUPER MARIO WORLD!!

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TAITO AMERICA!!

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February, 1991



GAME SCREENS  
BY NIEL  
© Hudson Soft



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Once you go in, you may never  
come out!



Watch the Maniac Mansion TV Show  
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The weirdest house  
on the block!



"Dr. Fred should  
chill out!"



A game of life  
or death.



# Maniac Mansion



## Why is there a chainsaw in the kitchen?

And a scalpel-wielding doctor with an attitude? And a cheerleader held captive in the basement?

Just your average day in Maniac Mansion! Totally weird! Definitely wacky! It's the first game for your Nintendo Entertainment System® that combines the challenge of a mystery with the off-the-wall humor Americans love.

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Maniac Mansion is different every time - sometimes scary... sometimes silly... but always a challenge... the kind of a game that will keep you up nights trying to figure it out - or afraid to fall asleep!



The secret lab.



This box is ticking!



Listen!  
A nuclear reactor!



"I'll suck out  
your brains!"



The Tentacle is  
hungry!



Don't get Weird Ed's  
hamster mad.



Into the dungeon,  
Dog Breath!



This mummy is  
no dummy!



"Nurse Edna,  
you are U-G-L-Y!"



A chainsaw  
in the kitchen!?



The hamster's  
in the microwave!



Look for clues  
on the film.

## The mystery has just begun.

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# ELECTRONIC GAMING MONTHLY

The Last Word On Video Games



**COVER STORY:** *Bonk is back in his second adventure! Check out our exclusive super preview in the special NEC insert beginning on page 59.*

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It's a special 16 page insert showing all of the new Turbo games and hardware!

*The Pizza chompin' turtles map out 4 pages of secrets to their spectacular new NES cart TMNT 2 The Arcade Game. Starting on page 122.*



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Our secretive Sushi-X is thrown for a loop as he tests out the new rotating arcade machines - Sega's R-360 and Taito's D3-Bos. Also, Thunder Force 3 goes from home to arcade!

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Get lost in the mazes of Fatal Labyrinth; take a ride on the wet side in Bimini Run and blast off in the 8 meg wonder Galares!

# NAVIGATE THE OCEAN DEPTHS OR KLASH IT OUT IN THE 23RD CENTURY WITH SOFEL.



**The future, in your face.**  
SOFEL takes life simulation into the future with the release of our newest game, KlashBall™, for the Nintendo Entertainment System™. In a stadium hundreds of years from now, techno-gliadiators do battle, combining contact with speed and finesse. Two five-man teams go for it, each fighting to deliver a three-kilo metallic energy sphere into the opponent's goal zone.



*The arena is way basic.*

### It isn't pretty.

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Navigate through the ocean depths with the original aquatic homeboy, Fish Dude™. The object is to eat as many little fish as possible so Fish Dude™ can grow to fight off his hungry enemies. Big fish, seagulls and a floating feline are all after him. Luckily Fish Dude™ has some cool pals like Octo dude to help him out of tricky situations. Come on, get your feet wet and explore the high seas with Fish Dude!



*Watch out honey!*

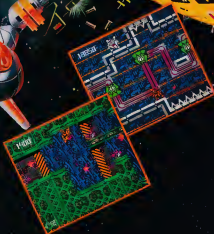


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**THE SHAPE OF GAMES  
TO COME...**

The title of this semi-annual self-appraisal of the state of the video game industry and what its future holds for game players everywhere is fairly self-explanatory, but may need a bit of clarification following last month's dim assessment of the direction we seem to be going.

While the theme of last month's editorial was one of caution, the one point that can never be denied is the relentless need for constant evolution to insure an ever-changing and ever-challenging product mix is available at both the software and hardware levels. True, this does make the job of the manufacturers that much harder (as well as that much riskier), but it doesn't mean that the quest for superior gaming is always in vain. On the contrary, there are some really wild products in development that should keep the blood of this industry pumping for some time to come!

The most eagerly anticipated new product of 1991 will surely be the next of the 16-Bit super systems, the Nintendo SFX. With a tentative release date of September, the SFX will hit these shores with no less than two dozen solid game titles in tow, including hot arcade properties from leading third-party producers like Final Fight, Gradius 3, Ghouls and Ghosts 3 and R-Type 2. The packaging of the system is still a mystery (how does Nintendo get the system, power cords, hook-up cables and pack in game together for under 200 bucks when it costs that much for just the basic system and two controllers in Japan), but if Nintendo plays their cards right with a Super Mario 4 pack-in, we'll see million-plus sales by the end of next year.

The strength of hand-held systems will level off next year, with the GameBoy continually energized by strong software support that simply isn't much fun to play. Several titles will do well and the rest will sit on store shelves. Game Gear will make a slight impact, but the quality is a step backwards from what Sega fans are now becoming accustomed to on the Genesis. Lynx will enjoy more software that will show off the system, but price will still be an issue for widespread numbers, something that may or may not affect the Turbo Express "extended" console.

As far as games go, expect to see a whole lot of mediocre on the Nintendo, but keep your eyes peeled for the occasional super-hit that WILL appear from time to time. The Genesis will remain a powerhouse for some time, but more effort needs to be engineered into the games so that new types of play mechanics are introduced instead of the tried and true scrolling-shooters which will hit in a wave in '91. The Turbo will still enjoy the usual mix of good and bad in an effort to bring some hot stuff to the screen. It will appear in '91, but NEC has to continue to press third-party support from Japan, either under their own label or independents, to make the Turbo the super machine it can be.

The future of the video game industry is filled with bright lights, all we need to do is see through the fog of price discounts and poor quality games that surrounds them.

**STEVE HARRIS**  
Editor



# WRESTLEMANIA CHALLENGE

**ONLY THE  
STRONGEST SURVIVE...**

- ★ HEAD-TO-HEAD SINGLES AND TAG TEAM ACTION.
- ★ MAYHEM BOTH IN AND OUTSIDE THE RING.
- ★ THE 3-ON-3 SURVIVOR SERIES!
- ★ THE ATOMIC DROP, THE WARRIOR WALLOP, THE HULKSTER SPLASH, AND MORE.

IT'S SURVIVAL OF THE FITTEST ON YOUR NES!™



Double-teaming may lead to victory — or disqualification



Choose from 8 WWF Superstars™ or enter the ring as "yourself!"



Unleash a Flying Atomic Drop — outside the ring



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Alright, here's your chance to sound off! Send us your compliments, complaints, ripes and overall opinions! We love to get 'em! If the editor likes your letter enough, he may even print it! Send all letters to Interface Letters to the Editor, Senda Publications, 1920 Highland Avenue, Suite 300, Lombard, IL 60148.

## GIGA DRIVE?...

I called Sega and asked them about the Giga Drive. They said there is no such thing. And they said that you made it up. And there is no 'System 32' "up and running". They also said that if you look real close at the picture in issue number 16 of the so called Giga Drive, you'd see that it is a drawing. So, I would like to know what you have to say about this?

**Jimmy Burleson**  
**Phil Campbell, AL**

*(ed. Well Jimmy, these are the kind of problems we run into when we either, know more than the company does, know more than the company wants us to know, or know more than the company wants you to know.*

*With regards to your questions the 'System 32', a code name for Sega's new 32 bit arcade machine, is indeed up and running. In Japan, that is. Last September, at JAMMA, the Japanese arcade show, one game - Rad Mobile*



**Sega's new 32 bit arcade machine - Rad Mobile!**

*was quite playable. The photo we ran in issue 16 was not an illustration. Rather it was an actual B and W photo of the motherboard of that System 32. And, as the Mega Drive/Genesis was born from their 16 bit arcade system, it is not difficult to*

*imagine a Giga Drive emerging from this new System 32. But it is probable that 1991 will be the year of the CD-ROM wars. That would make 1992 the earliest the next generation of Sega machines would appear. That is, unless NEC makes the 32 bit jump first!/?...)*

## 32BIT NEC???

With Nintendo bringing out the Super Famicom; Sega the CD-

ROM and Giga Drive and Atari the baby Lynx and Panther, what is NEC doing? They say they're not bringing out the SuperGrafx, then what are they working on? You guys know everything months before the other mags do, so what's the scoop?

**Jason Bailey**  
**Houston, TX**

Issue 16 was your best yet! Your Turbo coverage was better than anything I've ever seen. It does bring up a few new questions. Where is the Turbo Express? Is there anything new coming out for the Turbo? Like a 32 bit adapter? Or at least the SuperGrafx for the U.S.?

**Carl Engstrom**  
**Phoenix, AZ**

Turbo rules! Nice Turbo coverage dudes! The info on the CD-ROM blew me away, I immediately went out and purchased one. I also bought Last Alert. The sound is spectacular! And with lots of new games coming out for CD I wonder why anybody would want a 32 bit system. This one does just fine! But, out of curiosity, what is NEC working on for the future?

**Wilson Maville**  
**Reno, NV**

*(ed. The Turbo Express came out around Thanksgiving, in very limited quantities, in only three areas - Los Angeles, Chicago and New York. And, as one would expect of any hot item, they all sold out in a matter of days! NEC states that more will be*

*coming in January with national distribution shortly thereafter.*

*As to new products, NEC of Japan has been unusually quiet the last few months. One item of interest that has just come out is a new 3 button controller! for the Japanese PC*



**The new 3 button - NEC Avenue Pad 3 for the PC Engine!**

*Engine! New software is being developed to utilize the extra button which will function in a similar manner as the C button on the Genesis control pad.*

*Other than that there aren't even any solid rumors of a 32 bit system to report on...at least for now. NEC does have the technology, they were heavy into computers, and it easily is within their capabilities to design a system around a 68000 series or a 80386 CPU. The PC Engine is over 3 years old and the SuperGrafx just isn't getting the software support to make it go so, I wouldn't doubt it if things would start to get moving in Japan later this summer.)*

## MORE TURBO REVIEWS!

I must hand it to you, each issue just keeps on getting better and better. I thought 16 was your best but that was only until I got 17! I have a Turbo and your coverage of Super Star Soldier was spectacular! But can you give us a hint as to what we'll see in the future?

**Stan Englehardt**  
**New York, NY**

*(ed. We'll do even better than that! It's CES time again and this time we are giving you a run-down on the NEC games before all of the other system reviews! Look inside for an exclusive 16 page view of the games that were in the NEC booth at CES. Also, as you noticed from our cover, Bonk is back!! NEC and Hudson have been nice enough to loan us an early EPROM of this sure-to-be hit and we're previewing it this month with a full length article coming in March!*



# THE HOTTEST TICKET IN TOWN.

Get ready for the blockbuster of the year. IKARI III, THE RESCUE. The hottest ticket in town for your Nintendo system.

It's the end of the 20th century. A worldwide economic recession wreaks havoc with the nation and the planet. The impending threat of anarchy has given rise to a secret vice organization called "Crime Ghost" led by the mastermind "Faust", who's dangerously poised to take over the world with his diabolic strategy.

There is one president who has initiated a plan to wipe out the association, and he has summoned you, the incredible Ikari Warriors Paul and Vince, to penetrate the enemy hideout and rescue his daughter Elise. But first, you must fight the Crime

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Ghost and attempt to destroy them all. To do this, you will use your undersea scuba tactics and guerilla fighting power. Fire machine guns, throw grenades and kick some butt using your own brute strength. Add to that superior martial arts skills using round house and jump kicks, punches and more. Only the Ikari Warriors can save the world from chaos!

To be the first one on your block to see the hit of the year, call SNK at 1-800-PLAY-SNK and find out more.

SEE SNK AND IKARI III AT THE CES SHOW IN THE NINTENDO SECTION, BOOTH 27 & 28. ALSO STARRING, CRYSTALIS AND LITTLE LEAGUE BASEBALL. PLUS DEXTERITY FOR THE GAMEBOY



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# STORM

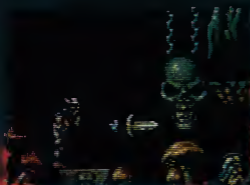


Razor  
Soft™

# SLANDER™



"Spent hours searching for magical treasures ... even longer trying to use them."  
—Trey Green, Game Reviewer



"Battled awesome monsters!" —Aaron Von Stavern, Game Tester

"If you liked 'Ghouls,' 'Stormlord' will blow you away!"  
—Barrett Ryols, Game Tester

**THRILL TO...**  
Beautiful, Entombed Princesses.

**CHILL TO...**  
Psychotic, Death-Dealing Sorcerers.

**SPILL TO...**  
Deranged, Draconian Firedogs.

**RUN LIKE HELL FROM...**  
Hideous, Head-Stomping Hoppoblins.

**4 Megabit  
16 Bit Graphics**

Licensed For Play On



**This Game Has Not Yet Been Rated.**

## WHERE IS FAMITSU?

In issue 16 you reported on the Japanese game magazine Famitsu. I would like to know if there is any way to get the magazine in Japanese or even translated to English?

David Cable  
St. Augustine FL

I recently read your article on Famitsu magazine. This mag looks outrageous!! Over 200 pages... WOW! I have definitely got to get this mag. Is there any way I can order Famitsu or Bi-Weekly as you call it? I mean ANY WAY!! Like through you guys or straight from Japan or whatever?

P.S. Don't worry, I'll always buy your mag too!

Pat Coyne  
Los Angeles, CA

I am writing to find out more information about the Japanese magazine you wrote about in issue 16. This magazine seems to be just what I have been looking for but can't find. I like the idea of a bi-weekly magazine with 200 pages but here in the U.S. when there is a 200 page magazine all we get is 150 pages of worthless ads and 50 pages of text. You're giving us 50 pages of text in a 100 page mag. Have you thought of going bi-weekly? You could easily destroy the other mags!

Tony Majors  
Winston-Salem, NC

*(ed. This is just a few of the hundreds upon hundreds of letters we got in asking for more information about Japan's best biweekly magazine - Famitsu! With over 200 pages of great previews and reviews loaded with hundreds of screen shots of games that are months ahead of any U.S. release we can easily understand why so many readers are interested in this great magazine!)*

Fortunately the magazine is relatively easy to find. We know of two highly reputable Japanese bookstores which carry Famitsu. The first is Kinokuniya Book Stores of America Co., Ltd. located at Japan Center Kinokuniya Building, 1581 Webster Street, San Francisco. CA

94115-9948. The second store is Asahiya Bookstores U.S.A. Inc. They are located at 2324 South Elmhurst Road, Mt. Prospect, IL 60056.

A few special notes: When you write to ask for a subscription (usually either 6 months or 1 year) remember to ask for the magazine Fami Com Tsushin. Delivery will normally be by UPS ground and the issue you get will be about 4 to 6 weeks old. Expect to pay about \$90 for 6 months or about \$175 for 24 issues (twice a year they go monthly). Hmm...a biweekly EGM? We'd have to change our name if we would do that. Actually we are considering doing something but it is just too early to talk about it yet.)



Two more issues of Japan's best biweekly game magazine!

## MORE 8 MEG GAMES!

I just got the Japanese Strider and it was the most awesome game I've ever played! I have all the Genesis games ever made and nothing can even come close to the spectacular graphics and intense game play. When you rated it the 'Game of the Year' you were right on the mark! What I'm wondering about is this game so good because it is 8 meg? If so I would gladly pay another \$15 for more of this type! Will we see more 8 meg games or is this just an exception?

Steve Brachman  
Redmond, WA

I must compliment you on your great coverage of Strider! I just got my mail order copy and it is unbelievable! If this is what we can expect from an 8 meg game then bring them on! Is the Mega Drive Darius 2 going to be 8 meg also?

James Taylor  
North Bay, Ontario

*(ed. We couldn't agree more about Strider but it didn't get that good just because it is 8 meg. Memory does play a very important part but how the memory is used and how the game plays are more important. One should not base their opinion of games based on memory alone. We will be seeing a lot more 8 meg games though. Included in this high memory category are Gaiars, Darius 2, Shining Darkness, Ambition of Caesar, Valis 3, Midnight Resistance and Advanced Invasion.)*



## SFX, TOO GOOD FOR TV??...

Congratulations for your coverage on the Super Famicom! I enjoyed it tremendously. I only hope you won't stop talking about it after your 3 part series is over. No other mag seems to care about this great new system as they are ignoring it! I have a question about the specs of the system. My computer teacher told me that a TV screen was not able to handle a 512 x 448 resolution or 256 colors at the same time. He also told me that the TV screen was one of the worst screens you can have. Will we be forced to buy an expensive monitor to really enjoy the graphic capabilities of the Super Famicom?

Phil Kennington  
Fallbrook, CA

*(ed. Your teacher is correct. The TV is not the best way to play your games. There are actually 4 different types of monitors that can be used.*

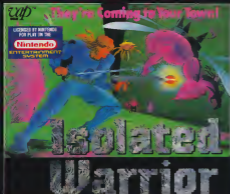
*The first, and the most common, is the ordinary TV. It's good, but it's far from the best. What makes it only average is the tuner. Consider the tuner to be like the narrow part of a funnel. It can only be a certain width because it can't allow one TV channel to overlap with the next one.*



PREPARE YOURSELF

# FOR THE INVASION...

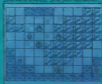
2 HOT NEW GAMES ON THE WAY FROM NTVIC



Isolated Warrior is a high-speed, uniquely developed game based on a 3-D concept that features over 40 types of enemy creatures, realistic graphics and explosive sound effects! Become Max Maverick, alone warrior, who must defeat the awesome creatures that attack his highly civilized planet!



Power Mission simulates a realistic sea battle against a powerful enemy force. Select and deploy one of seven fleets and then destroy the enemy using radar, missiles and various weapons. Power Mission has 10 stages and the enemy gets stronger and stronger. Prepare yourself for this challenging, strategic, Game Boy game!



CIRCLE #115 ON READER SERVICE CARD



**Rock 'n' Ball**  
Currently  
Available

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When you play games on channel 3 or 4 only a certain amount of video data can come through the tuner. The term is 'bandwidth' and this converts to a maximum resolution of about 350 lines on the best of TV's. Since the Genesis and Turbo spec out under this amount everything looks good. Most TV's though, fall far short of this amount and with other problems like ghosts, the game image can, and often does, look blurred.

The next step up is a computer monitor or one of the new TV's which have 'A/V' or audio/video inputs. These monitors are essentially TV's without tuners and have a wider bandwidth and will give a cleaner, crisper, more detailed high resolution picture.

The third step up includes some of the most recent TV's with a special Super VHS or 'Y/C' input. The Super Famicom has an optional cable which will connect directly to these TV's.

At the top of the list is the computer monitor with an 'RGB' input. This special (and expensive) monitor splits the signal into the three colors - Red Green and Blue and can get you a resolution of up to 1000 lines! These are the monitors we use at EGM to critically evaluate the games we review. Special internal modifications to the game systems (except the Super Famicom) are required to be able to get at the RGB signals though.

The game companies know that the majority of players will be using normal TV's. While the potential is there to go to ultra-high resolution, companies will not issue a game which would only be in the hi-res mode as nobody would buy it. Rather, like the computer software manufacturers do now, the companies would build in an option screen where the user could select the game resolution mode to match his TV.)

## NO SFX IN U.S?...

I have repeatedly called Nintendo asking about their new SFX and when it will come out. I've talked to 4 different counselors and they all say the same thing - there are no plans to bring out a Super Nintendo in the U.S.

They say that it is only meant for the Japanese market. What they say about your magazine is not fit to print but essentially they say you are making it up. Should I keep my money for a SFX or buy a new bike?

T. Jones  
Chicago, IL

(ed. While we covered this item in the last issue of EGM we had to bring it back once more because the issue has gone beyond the rumor stage. Officials at Nintendo are starting to publically talk about a September 1991 shipping date. An article in a recent trade publication confirmed what we've been saying for over a year! September 1991!)

## NEW KIDS ON NES?

In one of your past issues you mentioned that my favorite music group the New Kids on the Block might be coming to the Nintendo. Have you gotten any new information on this game?

Pamela Fureno  
Dayton, OH



## New Kids Nixed for NES!

(ed. Parker Brothers was working on a game featuring the New Kids but a spokesperson has notified us that they have had second thoughts on such a game and it is highly unlikely that it will ever come out. In its place Parker Brothers will bring out a NES version of their popular board game Monopoly.)

## NO MORE GAME RENTALS?..

I recently uncovered a news bit that has started to worry me. It is my understanding that Nintendo's efforts to ban Blockbuster Video from photocopying the NES instruction books has been successful, thus eliminating it's ability to rent NES carts. I was wondering if this also applies to just

Nintendo carts, not third party games. Also, will this apply to the Genesis or dread I say, the NEO-GEO. I beg all of you reading this to write to the proper reps. in the government to stop such nonsense in the future!

Adam Query  
Mt. Airy, NC

(ed. You are right Adam, Nintendo did win the court case with Blockbuster. It is technically illegal to photocopy any copywrited material. But, if you go into Blockbuster now you will see that you can still rent games. Why? Because only photocopying is illegal. All video rental stores have to do is print up their own instructions, or include the original book with the game, or don't include any instructions at all!

The big N is trying to prevent game rentals but fortunately they have lost on every attempt so far. They claim that rentals are cutting into their sales. And that is probably true. But, on the other hand, the great Nintendo seal of approval doesn't mean too much any more. There are a lot of marginal games in the stores and with prices approaching \$50 and stores starting 'no return' policies players are forced to rent a game to see if it is worth buying. The companies who make quality games won't suffer as the rental will only lead to a sale but those who produce less than satisfactory games will lose the sales.

On the side of the software companies, there still is a loss. Like in the video tape rental business the manufacturer only gets a one time sale (to the rental establishment) and doesn't benefit from the hundreds of rentals that game will bring in. It's a two edged sword and there isn't any easy solution.

As to the other game system companies, they aren't as vocal as Nintendo. They don't go out and sue everybody. Both Sega and NEC are evaluating the issue and SNK Home Entertainment Inc. wants rentals as does Tengen!

What do you think, are game rentals fair to both the companies and the players? Sent in your opinions and we'll print them in an upcoming issue of EGM.



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\*Starline Players Magazine 1985

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Ultima<sup>®</sup> Exodus made history as one of the first role playing games for NES and won the coveted Role Playing Game of the Year<sup>®</sup> award. Now face a new challenge with the next game in the series, *Ultima<sup>®</sup> Quest of the Avatar*. At last, the ruthless Triad of Evil has been vanquished and peace reigns in the land. But darkness dwells in hidden places and in the hearts and minds of the peoples of the realm. The countryside is plagued by orcs, dragons, and long-dead wizards. Only an Avatar, a shining example of heroism, can destroy the monsters and conquer wickedness with his mastery of magic and weapons. Discover your personality traits in sophisticated tests of ethics and heroic virtue. Become the Avatar! Save Britannia! And master the challenges of the ultimate quest—the search for good within yourself. Get *Ultima, Quest of the Avatar*, the latest real role playing game from FCI.

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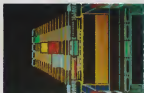
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Visit the videogame section in your favorite store now.

Before they're wiped out.





**THE  
'CREW'**

**S  
T  
E  
V  
E**

The chief has set his Super Famicom aside to spend a lot of time with all the new softs from the Winter CES. It was a good show as the games just keep getting better!

**E  
D**

Ed's caught the portable fever, he's quite happy with G-Loc and Golf for the Game Gear. When he's not working on EGM we see him with Bonk 2 in his PC Engine GT.

**M  
A  
R  
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N**

Martin finally has time to spend with the SF. Unfortunately he's beaten all the carts so he's tearing into SMB4 where his world count is at 74 with 3 programming bugs found.

**S  
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X**

Sushi-X vows never to eat 6 egg rolls before trying out the new rotating arcade games. We did see him briefly at the CES where he was playing Sonic the Hedgehog.

**Nintendo - Acclaim  
Arch-Rivals**  
Type:Sports Release:Feb.  
Levels: N.A. Difficulty:Avg.



Once the whistle blows it's a free-for-all! Rough and tumble hoops is the game with only one twist - fouls are non-existent! Steals are no finesse moves anymore, but more like a necessity. All it takes is a good punch to the jaw of the ball handler. It has the look and feel of the coin-op game from Bally Midway but now you don't have to stand in line to play. No special technique needed as the roughest team will win!

I was hoping that Arch Rivals for the NES, would be more like the well playing coin-op original. The movement is not very smooth and the control is less than perfect. Also, the computer is very easy to beat. The two player option makes up for this as that is where the game gets fun.

There are a lot of good basketball simulations in the stores. Another one would be a waste. Fortunately Arch Rivals doesn't try to be real! It is just good and rough buckets like you play out on the playground. Control could be better but it still is good enough to get by.

Arch Rivals is a good NES conversion of the arcade smash. While the game seems most of the game play from the coin-op, it's plagued with choppy animation and poor control. Despite its shortcomings the game is still fun to play, especially in the 2-player mode.

Rare is the game that follows the action of it's coin-op brother so closely! Control is mind, but the game play works well. Playing against the computer is OK but it is best when played by two people. Slug opponents and shoot hoops. Good instruction screens!

**Nintendo - Taxan  
G.I. Joe**  
Type:Action Release: Feb.  
Levels: 6 Difficulty:Avg.



One of America's largest and most popular toy heroes now has an interactive adventure for video game players. Headquarters assigns a mission and a squad leader. You pick two teammates that have the best qualifications. Each person has various strengths and abilities as well as his own custom firepower. Your mission is to blow up selective Cobra strongholds and get out in time.

G.I. Joe to the rescue!! This long awaited game combines good game play and colorful graphics into a fun, exciting action/adventure cart! The ability to switch between different heroes from the cartoon show adds a new depth to an otherwise familiar story line.

Taxan is on the right track with this game. It has the right play mechanics and a difficulty curve set so you don't blow through the game right away. A good variety of adventure scenarios, just difficult enough where choosing the right team makes the difference between success and failure!

Yo Joel Not content with toy store shelves, Duke and the gang take on the video game frontier! This game features excellent background graphics with parallax scrolling, good game play, and mean bosses. I like the special vehicles, but the weapons should've been more intense.

Toy turned comic book and TV cartoon hero finally arrives on the video game screen. Good graphic imagery and color contrasts. It is important to choose the right crew to complete the mission! Successful game play, character interaction and decent music round it out.

HAL AMERICA

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Pinball For Game Boy



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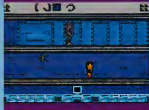
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CIRCLE #110 ON READER SERVICE CARD.

## Nintendo - Activision Rad Gravity

Type: Action Release: Jan...  
Levels: 6 Difficulty: Avg.



This radical dude looks like he just stepped off of an action movie set. Well defined facial features and an awesome space suit make this hero ready for the adventure to unfold. Warp down into the planet below and take on the robots before they take you out. There's a mission to complete and you only have so much time to get the job done! Lots of action, loads of enemies and plenty of adventure.

Well, Rad Gravity is definitely not what I would call "rad." The animation, graphics, and a blocky backgrounds are far from average and combined they all contribute to this cart's demise. The music is interesting, but isn't enough to save Rad from falling to the wayside.

Average games just don't cut it in the already overcrowded NES cart market any more. Unfortunately, Rad falls in this category with features that are intended to be unique, but just don't come off the way they should. The best market for Rad is the very young, they'll play anything.

If this game were released 3 years ago it might be decent acceptable but the graphics and game play are substandard, the backgrounds look pasted on, and it seems like all the characters have 2-step animations. If you want to walk on ceilings try Metal Storm or Strider.

Average comical adventure game where our hero fights mostly mindless enemies. Nothing new or exciting here at all, but it can entertain nevertheless. Music is interesting. Not bad, just not rad either!

## Nintendo - American Sammy Ninja Crusaders

Type: Action Release: Feb.  
Levels: 7 Difficulty: Avg.



Two lone ninjas, ancient and secretive warriors from a time that has been forgotten, have returned as mankind's only hope. An invasion force has all but destroyed Earth's defenses shows no mercy. Defeat the enemy Inimicus to preserve the human race. Play in either the one or two player cooperative mode and master four different weapons. In the heat of the battle transform yourself into different characters.

Even though the graphics and animation are less than perfect, the weapons, power-ups, and level bosses are excellent! This game does a decent job of holding its own. Changing into various animals adds a new twist to the Ninja Gaiden wanna-be.

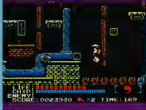
Any ninja game automatically gets compared to Gaiden and in this case NC comes off better than many. While it doesn't have the mystique and excitement that Gaiden has, the game play is decent and the animal conversion is a good option and helps the game along.

This is sort of a second rate Ninja Gaiden combined with Altered Beast. Nothing groundbreaking in terms of game play or sight and sounds, but NC delivers solid ninja action with a few neat twists. The 'creature feature' is cool and the bosses are HUGE and very tough.

No awards here for graphics or animation, but these ninjas play a good game. Influenced by Gaiden, but not as sophisticated. One or two can play, but be careful not to kill each other! No intermissions, but the game is fast paced and fairly complex.

## Nintendo - HAL America Quantum Fighter

Type: Action Release: Feb.  
Levels: 6 Difficulty: Avg.



A dangerous experiment is being conducted in a lab. A test subject is being converted into 'binary code' and then sent into a computer to battle the infecting viruses. Armed with the ancient Kabuki move, handed down from your ancestors, you must battle for your life down at the picosecond level. As you defeat more and more enemies you get extra weapons including a head of long red hair that whips out and kills!

Quantum Fighter is incredible! The graphics and music are cool, as well as sporting an awesome variety of weapons and attacks. Also, the acrobatic flips and techniques are mind-boggling. Add cinema displays with amazing control and you've got a Gaiden fan's dream.

Now this is how a game should be made! How they pulled off these type of graphics on the NES is amazing as is the way it plays. New moves, not just the ordinary, along with an unusual assortment of weapons bring this game right up to the top of the Nintendo crowd.

Get zapped into a computer via Tron, and take on a new dimension in game play. This game breathes new life into the NES, loaded with great graphics, excellent game play and lots of technique similar to Gaiden but more intense. Cool bosses and power-ups. Thrash those bad guys!

Beginning with an interesting story line and continuous cinema-like intermissions this game really shows off just how good a NES can play games. Kabuki does some interesting jump stunts and other acrobatic moves. Great music and superb game play.

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CIRCLE #110 ON READER SERVICE CARD

TurboGrafx - NEC

## Last Alert

Type: Action Release: Jan.  
Levels: 15 Difficulty: Avg.



NEC is continuing to bring out additional software to support its CD-ROM player. In this game an evil dictator has kidnapped some of our diplomats and are using them as human shields. A crack force of soldiers tried to infiltrate the enemy but were eliminated. You must do what they couldn't - get into their fortress and destroy their dictator. Features cinema-type intermissions and real voices.

Poor voice synchronization and a lazy english sound track take away some of the excitement of this overhead view combat adventure. Otherwise, Last Alert is a very good CD game with cool animation. Also, the movements and power-ups are interesting, but need some work.

The potential for CD technology scores another one with this good shooter. The cinemas are long and feature real voices. All NEC has to do is get actors with enthusiasm! The game plays decent, and with 15 levels there is more than enough length to the game!

After playing the P.C. Engine version I looked forward to a U.S. one to see the cinemas in English. Though the game remains intact, and it is very good, the actors in the cinemas sound like they're reading a script. Put some emotion into it NEC! Starts off slow, but is very intense later on.

Similar to other overhead view combat epics, but with CD music and voices. The voices are poorly edited causing a Mini Vanilla type lip-sync problem. The english voice track sounds strange. Command moves are good and power-ups OK. But the animation saves the day!

Turbo Grafx - NEC

## TV Sports Football

Type: Sport Release: Dec  
Levels: NA Difficulty: Avg.



The smell of blood is in the air and gatoraid is on the sidelines. NEC has converted the popular computer football game for the Turbo and it's the clash of the titans! With a wide variety of offensive and defensive formations to choose from in your playbook, TV Sports Football offers lots of bash'em and crash'em fun especially when you connect the turbotap and fill it up with turbo pads. It is a 5 player game!

This football game doesn't have the depth of play as others do. It lacks control, graphics, and numerous play selections found in Madden Football. The game moves too slow to be exciting, and it doesn't have a gridiron feel. More could have been built in to make it interesting.

TV Sports Football has been built around a unique Turbo feature - 5 player simultaneous action! As such it's a lot of fun with everybody getting into the action. It falls short if you're alone, but think it is a party football game and it deserves consideration.

Not even close to Madden. Although the graphics are good, the game plays extremely slow and never really gets intense. The main problem with it is that it plays like a computer game, as most translations do. The one thing it has that Madden doesn't, is a good halftime show.

After Madden, it's hard to get excited about any other football game. This effort demonstrates the problems of converting a computer game which was only mediocre at best. The playbook is too limited and your player control isn't as fast as it should be. Only average.

Genesis - Renovation

## Arrow Flash

Type: Action Release: Dec.  
Levels: 6 Difficulty: Avg.



Renovation is ready to launch you into a new side scrolling outer space adventure. Featuring hypnotizing swirling backgrounds and huge alien bosses, this shooter casts you as a lone fighter who must take on a whole fleet of aliens. Equipped in a space suit, which can change into a fighter ship with a new set of slice'em and dice'em weapons, you must get to the mother ship to prevent an all out invasion.

Not bad! Arrow Flash isn't as intense as Thunder Force 3, but the graphics and music are really good. The main problem with this game is that it is too easy; enemies do not fire enough and the end bosses don't last very long. Fortunately, the game does pick up a little in later rounds.

Not a bad shooter, but not a spectacular one either. AF comes out a bit better than average with minuses for power-ups (not enough), but big pluses for backgrounds. The 'Jupiter' effect on one level is good and the wave level is hypnotizing. It should have been made harder!

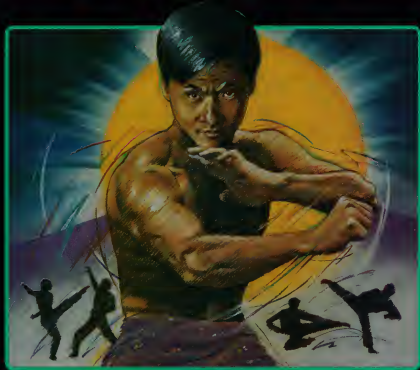
A slightly above average shooter with a few new concepts. It's hard to compete with shooters like TF3 and M.U.S.H.A., but this one has enough to deserve mention. Power-ups are cool, but kind of bland. Most veteran gamers should be able to cruise right through this one.

Interesting transforming robot character shooting game! Cartoonish look but loaded with plenty of special weapons including the 'doomsday' arrowflash technique. Some of the background graphics are truly sensational and the music really hard rocks. A good shooter.



Enjoy  
Hudson

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Genesis - Nuvision

## Bimini Run

Type: Action Release: Feb.  
Levels: 6 Difficulty: Avg.



Strap on your life jacket and head off into the high seas for some open-water adventure. Chase after the thugs who have kidnapped your sister but watch out as they have weapons and boats as well equipped as yours. Save her and find the mind altering device being invented by Dr. Orca. Features changing atmospheric conditions, bad seas, bizarre sea creatures and navigational combat.

I loved this game! Bimini Run is a fresh new addition to the typical action/shooter genre. The realistic 3D effects and sounds are cool; even crashing is fun! The game is a little easy at lower settings, but even the best game players will have a difficult time with the "hard" setting!

While shooters are the main type of Genesis games that we're seeing these days, they do lack variety. Now, along comes a shooter with a whole new ideal: the speedboat and 3-D effect are very well done and after a few crashes you will get used to the controls.

Bimini is a unique game and a nice change from all the horizontal and vertical shooters out there. The 3D effect of the rolling waves is very well done. The game is a little hard to control, but once you get the hang of it, navigating through enemy territory becomes second nature. Too easy.

James Bond never had this much fun in a powerboat! A good, new, fresh idea that works well as a video game. Besides the enemy shooting at you, bring a friend along, as it is a 2 player game. You control the boat and your friend mans the gun!

Genesis - Electronic Arts

## Lakers vs. Celtics

Type: Sport Release: Dec  
Levels: NA Difficulty: Avg.



Now is your chance to be Magic! Choose your favorite NBA team or choose an all-star team and prepare for nonstop basketball action. Become a 'Bird' or Jordan or even '89 rookie sensation - Robinson! Substitute players at will, and watch the sportscasters announce the action from their studio. Take the tip off and go in for one of the famous player's patented shots! All the rules are duplicated and the ref sees all!

Ugh! After Madden Football, I expected more from EA than this! At first, Lakers vs. Celtics looks impressive, but it plays horribly. The animation leaves a little to be desired, but it's okay. The team stats are awesome, but the lack of control destroys an otherwise cool game.

What the Genesis needs is a good Genesis basketball game. It still needs one. While Lakers is better than the other game, it isn't as smooth as it could have been. I like the "specialty" shots and the music is entertaining but you need precise ball control and it just isn't there.

Lakers is a bit disappointing considering it comes from the makers of Madden. The graphics are extremely detailed, but suffer from poor animation making the action very choppy. Sure the stats and music are excellent, but the flaws in execution hinder it from being another Madden.

Recent efforts that offer up basketball games have been good, but this one pushes the capabilities of the 16 bitter to the max resulting in the BEST one yet! Pick real teams, alternate real players and copy the best moves in the business! Stunning graphics and precise game play.

Genesis- Activision

## Mondu's Fight Palace

Type: KungFu Release: Jan.  
Levels: 16 Difficulty: Avg.



It's an out of this world kung fu/wrestling match. Brought to you by Mr. Mondu, the best promoter/fighter in the universe. You're here, but not by choice. The only way to get out is to take on all the opponents and then Mondu himself. The other fighters are weird, talented and deadly but by winning fights you get prize money which can be used to buy magic which can tip the scales in your favor!

Out of all the fighting games I've seen, Mondu left me breathless. I felt like turning the game off after one match! The player control is virtually nonexistent and the music is boring. The graphics are good, but watching the lend shark gobble my character was a welcome sight, indeed!

Mondu seems to be lacking in variety. It's not wrestling but it isn't kung-fu either. The opponents look good, and the buy shop is a nice feature, but I just couldn't stay interested in Mondu for a very long time. Needs more work on the controls.

There are few things that can be said in favor of Mondu, the graphics are very good and it has an original concept behind it. But that's where it ends, the game play is horrendous, leaving you utterly frustrated after a few plays. Could of been an awesome fighting fest.

Welcome to a place even Jaba the Hut would like. The burgers are greasy, the service is terrible but the nighty fight matches are first-rate! A difficult game, but it's what fighting games are all about. Great graphics and awesome music. Tyson, beware!

# CATRAP

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- 2 player capability with GAME LINK™ cable
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## GameBoy - Konami Double Dribble 5 on 5

Type: Sport Release: Jan.  
Levels: NA Difficulty: Avg.



Double Dribble for the GameBoy. It's as intense as the NES version only now it's portable and in black and white. You have the full five men on the screen and game play is about as fast as the tiny screen will allow. Pick your team from a whole league and either play against the machine or go head-to-head with a friend by linking up two games for the type of sports action the GameBoy needs.

Somehow, this game doesn't work on the little black and white GameBoy screen. The computer quickly takes advantage of this and annihilates the novice player! The cinemas are good, but this game becomes frustrating very fast. 5-on-5 could use more control too.

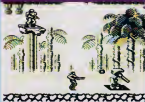
This is one sport that doesn't work well on the tiny screen. It's hard to see what's going on and it's pure luck if you make a basket. There should have been difficulty settings as playing against the machine is too frustrating. Now if I could do an Arch Rivals move, and punch opponents...

An OK basketball game for the Gameboy. The graphics are average, it's a little hard to judge depth when shooting a basket though. The game play is good, but the computer is way too advanced and always manages to steal the ball at just the right time. Cool slam dunk scenes!

Not what I expected from King Konami! Overly aggressive computer opponent doesn't give a player much of a chance to get into the game before non-stop steal take place. Control is slow, computer men run faster, and rarely miss a shot! Cinema action is very good!

## GameBoy - Ultra Operation-C

Type: Action Release: Jan.  
Levels: 4 Difficulty: Avg.



The newest action adventure game from the people who brought us Contra and Super-C. With new levels and action this GameBoy version is more than a refresh of the previous NES games. Take the machine gun toting mercenaries out in the jungle for some fun and grab a few familiar power-ups in order to blow away some of the new bosses. With stereo sound and graphics as we would expect from Ultra.

I was very surprised when I played this game. Operation C on the GameBoy? Impossible? Wrong! This version of the arcade smash is better than its NES counterpart! The music, new weapons, and intense graphics round out this excellent sure-fire hit. Outstanding!

The ultimate GameBoy game! While similar to the NES version it has new features that make it fresh. Everything is perfectly done - weapons, power-ups, graphics, and sounds! GB games just don't come any better. Nul said!

It's finally here, Contra for GameBoy! Operation C is a superb translation, combining elements from both the previous NES carts plus original weaponry and rounds. Superb graphics and sounds and perfect game play bring the best out of the GB. My only complaint is it's too short.

Fun from the moment go! The previous NES Contras were good, but this game kicks. Great game play, although conventional. Exceptional sound effects. The control is super, and in my opinion this is the best GameBoy game ever!

## Lynx - Atari Zarlor Mercenary

Type: Action Release: Dec.  
Levels: 6 Difficulty: Avg.



There are benefits in being a mercenary. You do get to travel to exotic places but you probably will get killed. So if it moves shoot it! Zarlor is a vertical scrolling 6 level game which can, and should, be ComLynxed. Earn Zarbits for shooting things and use this money at the end of each level to buy more equipment, especially the Back Stabber which can be used to hurt the other players. Keeps em honest!

The intensity that we've come to expect in Lynx games just doesn't happen in Zarlor. While the graphics are great, the options are interesting, and the power-ups well designed, the game moves too slow. When 4 players are connected the game really gets fun, but not so solo.

Where's the action? I prefer fast moving games and that's why I have a Lynx but this game just can't get out of first gear. Everything else is perfect and the multi-player option is cool. I just don't get many chances to get other players to join in so this feature has limited value.

Zarlor is just an average shooter for the Lynx. It has a few cool power-ups, but the weapons move too slow keeping them from being intense. Poor color use makes it hard to see enemy shots. The game itself moves too slow and fails to use the special features of the Lynx hardware.

How do I turn off the slow motion? After playing the game I thought my batteries were running low so I changed them. That didn't help. The game has a good design, with decent features except for the speed. Not Atari's best attempt.

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# GAMING GOSSIP

Super Fami handheld being developed...NEO-GEO home units to be discontinued in Japan... Star Wars to come to NES...New Star Wars movies to start in '97...Natsume preparing U.S. SFX games...

...It's confirmed! Van Damme on Rick Dees late night talk show stated his "next" movie would have him playing twins. As one twin he must rescue his kidnapped girlfriend, and in the end he must fight himself as the other twin. Sound familiar? A Double Dragon movie sure sounds like a BIG box office to this movie mogul!... Speaking of fighting, looks like there's definitely going to be a 16 Bit war in 1991! With Genesis having whet our appetites for true 16 bit, Nintendo and Atari Corp. look primed to introduce their high performance machines by mid-year...Will NEC also have one to show? Considering Atari Corp's history of a lot of machine for the buck, the Panther is eagerly awaited here! How about a killer version of Ryygar?

...Speaking of fighting - part three, Tengen has a Genesis version of "PIT FIGHTER" ready to do battle directly with SFX's FINAL FIGHT from Capcom. Watch out! Capcom certainly can't miss lately! Next Disney soft for NES is TALESPIN wit GameBoy MEGAMAN- DR. WILEY'S REVENGE. Can't wait...BONK 3 for 16 Bit NEC?...just kidding!... American Technos will have a sequel to their most recent smash hit coin-op video WWF SUPER STARS, called WWF WRESTLE FEST and it features something called the royal rumble?

Word from Sushi-X in the orient is that the consumer version of SNK's Neo-Geo is being discontinued! Most stores only carried one unit and one of each soft title anyway! Sales on these shores appear to be brisk! Don't worry though, 30 games are under development right now because the coin-op version is doing just fine. I can't wait to play BLUE'S JOURNEY. I hope it's not just another blue-movie like their Japanese version Mahjongg game! Strictly X-rated.

...All your favorite Star Wars movies are now coming to the big N! Seems that Lucas/Film Games has designed the game that Beam will develop, and then JVC will distribute, and Taxan will handle sales. Whew! The new trio of Star Wars movies will debut summer of '97, followed by episodes 2 and 3 in '98 and '99. I'm making the popcorn now...Will STAR WARS appear on the SFX?? It appears on the secret release page of up-coming Super Famicom games from our spy in Japan! Along with Capcom's AREA 88 (UN SQUADRON here) and DRAGONQUEST 5. Natsume intends to have a SFX soft for release here when it arrives, but they're not waiting for that to happen before bringing out some hot NES games. Their second title is a two player game called S.C.A.T. and the third one is another hot sci-fi action game from the team which brought you SHADOW OF THE NIINJA.

...Alien III, the next organic organism "bug hunt" movie in the series, should begin production by the time you read this. I certainly hope they finally venture to the home of alien this time, not back to LV 426, also known as Acheron. Biotech, also known as the corporation, wants this new weapon system at all cost! Sounds like opening Pandora's box! Guess who's coming to dinner? A whole space load of obnoxious marines. Bon Appetite! ...HAL Labs., in Japan recently released a new famicom space shooter called "S D F," which uses the new MMC5 chip! ...Cheese Burga' -Cheese Burga' -chips -chips! How to order a hamburger? Cheese Burga' -NO cheese!

...Tokyo informants, Terry Akki and Sam Mooryl, report that a rumor circulating around downtown Tokyo claiming that Nintendo intends to market a hand-held version of the Super Famicom!!! What's next, a back pack Neo Geo?...The big 'Q' says hello to Lex, Frenchie, and Pokey ...Lolo is back! Lolo 3 is soon to appear with a whole new assortment of mind provoking puzzles! ...GameBoy, looks like a good chance for expanding it's capabilities beyond just games! Look for a foreign language translator accessory to be introduced this year! ...Sorry Jennie, it's your loss! ...Rumor has it that the big 'N' will be having closed press conferences at the Winter CES in Las Vegas...SFX on the way? maybe...Super Mario World is HOT, I wonder if there's a SMB5 in the works?...Where are the Goombas?...Are they extinct or something?...The U.S Armed Forces are still in the Mid-East! How about sending everyone home and we settle this thing out on Nintendo, instead!!!

**- QUARTERMANN**

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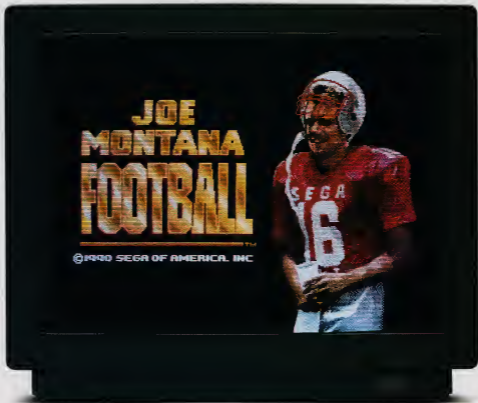
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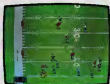
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**SEGA**

## **ATARI SET TO ROAR WITH NEW "PANTHER" 16-BIT MACHINE**

Leading up to the January Consumer Electronics Show in Las Vegas, there appears to be more than enough activity stirring about in the area of new video game systems and consoles. Sega will be introducing their mid-range Game Gear hand-held with a library of titles that is rumored to include over twenty different games. While at the same time Nintendo is arming themselves with what could prove to be the destroyer of all competing 16 bit hardware, the SFX for a planned fall release.

Into this fray comes an unexpected player in the 16-Bit sweepstakes. A company that possesses the technical ability to create a system capable of taking on super-guns Nintendo and Sega. While the fact that Atari Corporation, who currently markets the most technologically advanced hand-held in the form of the Lynx, is planning a major push into the 16-Bit console area may surprise some, the hardware that they've engineered will surprise even more.

Code-named "Panther" (apparently keeping in lines with Atari naming all their products after the feline family), the 16-Bit super system that the wizards at Atari have come up with is, by all accounts, a quite superior piece of gaming technology. With a main processor that's rumored to run at an astounding 16 Mhz (compared to the 8 Mhz of the Sega Genesis and the 12 Mhz of the home

arcade machine - Neo Geo and the rumored 14 Mhz of the Nintendo Super Famicom) and the built-in brains to scale images (a truly powerful ability used quite effectively in the Lynx), the Panther may just surprise everyone and find a home in the hearts of the game playing public.

Those who have seen the technical specifications of the machine are unanimous in their praise for a system that they place somewhere between the Sega Genesis and the Nintendo Super Famicom. "The Panther's ability to project and scale images is a vast improvement over the Sega Genesis," one leading developer who is considering Panther work told EGM, "but other factors, specifically the system's audio capability, prevent it from eclipsing

the Super Famicom."

But, as has been said before in the pages of EGM, the true value of a system is based on the softs it can project, and how good a job it does in projecting them on the screen. Here, the Panther is in a corner with both the Super Famicom and Sega Genesis coming from both sides. One skeptic of Atari's new foray into the high-end console market, who is also considering development for the system, sights this competition as the Panther's death blow, "With Nintendo locking in most of the major game developers, and Sega lapping up those who don't agree with Nintendo's policies, there's not much more in the way of attractive licenses left for another system. This is a problem that the TurboGrafx-16 has experienced since its inception. Atari needs to concentrate on developing some blockbuster A+ titles for the Panther at the start, or the machine won't ever get the footing it needs to make the big impact that the specifications say it can make."

Whatever the outcome of the many software licensing deals is, there's no denying the fact that the Panther could become the predominant entry into the American market by offering U.S. manufacturers and developers the chance to stake a real claim, with a real machine, on the video game world.

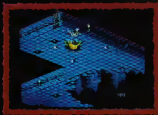


*To be able to compete with the Super Famicom and Genesis, the Panther would have to have eye-popping, well known software, like Stun Runner, Hydra or Race Drivin' from the Atari Games Corp. coin-op stables.*

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# NEXT WAVE

**INDIANA JONES AND THE LAST CRUSADE;**  
**NOBUNAGA'S AMBITION 2; ZOMBIE**  
**NATION; LOLO 3; UFOURIA; SUPER SPY**  
**HUNTER; STAR WARS; STORMLORD;**  
**WORD OF SODAN; SPIDERMAN/SONIC**  
**THE HEDGEHOG/ABRAMS BATTLE**  
**TANK/688 ATTACK SUB; AIR BUSTER;**  
**POWERBALL; CYRAID; MEGAMAN; PAC**  
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## MENU

**Nintendo**

**Sega**

**TurboGrafx**

**Genests**

**GameBoy**

**Lynx**

**Arcade**

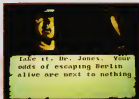
## NEW SOFT NEWS

It's CES time again and for four brief days the game companies are letting us look at the product they will be bringing out later in 1991. Sega's new line up will include Fantasia, Sonic the Hedgehog, Spiderman, Battle Tank, 688 Attack Sub, Phantasy Star 3, Fatal Labyrinth and a few new surprises. NEC has Bonk coming back for a sequel, TV Sports Baseball and Basketball and lots of CD's.

## INDIANA JONES AND THE LAST CRUSADE

Taito/Nintendo

The third in the series of Indiana Jones movies is coming to the NES as Taito has created an adventure game featuring all of the characters from the movie. With lots of digitized photos and boxes of text, this soft captures all of the excitement of the movie including Indy's perilous walk over the lettered blocks. The Nazis are also after the Holy Grail and not only must you decipher the clues to keep you on the correct path, but you must stay one step ahead of the dreaded SS! Unlike many other quest games which are basically 'linear', that is, there is only one way to go to get to the end, Indy has numerous paths including 'wrong ways' which lead to dead ends and pitfalls! Coming in March!



*The game contains numerous digitized photos from the movie, as well as the dialogue.*



*The game follows the movie! Which blocks should Indy step on so as not to fall through?*



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## LOLO 3

HAL America/Nintendo



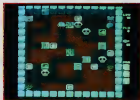
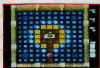
The cute little Lolo is coming back for a third appearance! In this new and enhanced version Lolo, or Lala (the first non-sexist game!) is back in a 100 room maze and must figure out how to get out, one room at a time. With new play techniques and characters not found in the previous games, Lolo 3 offers even more variety than its predecessors. For example, no longer are you required to complete the rooms in a certain order. You can work on any room in groups of levels. Levels 1,2,3 compose one group, levels 4,5,6,7 the next group and so forth. The enemy are more plentiful and also smarter so even the best puzzle experts will have their hands full with this game!



*Lolo takes on a whole new set of mazes!*



**Lolo 3 offers improved graphics, new, and smarter enemies and more variety!**



## ZOMBIE NATION

Meldac/Nintendo

A mysterious energy source has been searching the universe for a world to occupy. It has chosen our planet and has invaded our country first. You as Namakubi must destroy the buildings and armies that it has taken over. Once done hostages appear and must be rescued. Fight through 7 rounds to get to the final stage where you take on the boss alien!



**Rescue 5 hostages to get double fire and 15 to get a smart bomb!**

## NOBUNAGA'S AMBITION 2

KOEI/Nintendo

**MMC 5!**

**3 Meg +128k RAM!**



KOEI is working on a sequel to it's original 1989 military simulation. In Nobunaga's Ambition 2 you must embark on a quest to unify Japan in the 16th century. Command armies, attack fortresses, negotiate alliances and plan attacks on the enemy while defending yourself from his forces! With two scenarios, 5 game levels and a 70 page manual Nobunaga 2 promises to be the most detailed war simulation yet for the NES!



BAN  
DAI

# Frankenstein

The Monster  
Returns



We've Created a Monster!!!

Frankenstein is alive and he's headed for your living room. Push your Nintendo® system to the limit with awesome graphics and mind-melting action that you won't find in ordinary games. Saving the beautiful Emily from the clutches of the monster will put your gaming skills on the line as you punch, kick, hack, chop, smash, burn, and bomb your way through a goulshy army of horrific enemies, each determined to bring you to a sticky end. Battle your way through the creep infested billage, the treacherous forest, the horrible graveyard, and the castle of doom, before even thinking of setting foot or sword in the evil dimension where your strength and spirit will be put to the final test. We created the monster... It's up to you to destroy him!



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## **UFOURIA** Sunsoft/Nintendo

Ufouria is a challenging, treacherous new adventure game featuring four characters, each possessing a secret power never before seen in a video game! Maneuver these heroes through mazes while avoiding bizarre traps and cunningly placed pitfalls. With multiple levels requiring skill, agility and quick thinking. Coming in April!



*Maneuver our hero through long sinuous mazes.*



*Over the land and across the sea to solve the quest.*



## **SUPER SPY HUNTER** Sunsoft/Nintendo



Pilot the next generation of supercharged pursuit craft in this newly converted arcade classic. The action takes place on land, in the water and up in the skies as you chase the forces of evil all over the country. With pseudo-revolving scrolling and multi-dimensional graphics, Super Spy Hunter is light years beyond the original! Coming in April.



## **STAR WARS** Lucasfilm/JVC/Nintendo



Based on the box office sensation - the Star Wars trilogy - Lucasfilm games is bringing to the Nintendo a spectacular online feature all the popular movie characters. As the pictures show, the graphic detail is astounding, by NES standards, and the game will also capture all the intensity that we saw in the movie.



*Spectacular graphics as only Lucasfilm games could do!*

*The game will be based on all three movies!*



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## STORMLORD

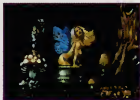
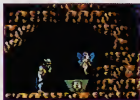
Razor Soft/Genesis



Razor Soft's second title - StormLord is an action/adventure game where you are searching for magical treasures hidden throughout many different mystical worlds. The goal is to free the princess who is being held captive in a prism of light but before you can do that you must battle huge birds of prey, Draconian Fire Dogs and even a mutated moss man. Featuring brilliant, detailed graphics and smoothly animated characters, StormLord will provide the adventure lover with a quest they won't be able to walk away from!



*Huge man-eating birds swoop down from the skies in search of a free meal - you!*



## SWORD OF SODAN

Electronic Arts/Genesis

An evil wizard has cast a once peaceful land into one riddled with demons, zombies and waves of murderous soldiers. You have the sword of Sodan, the most powerful weapon on the planet but can you compete with the countless enemy that you will encounter? Grab health potions and the flaming sword as you battle through 7 grueling levels of hand-to-hand combat!



## SONIC; SPIDERMAN; BATTLE TANK; ATTACK SUB - Sega/Genesis

Sega is putting the finishing touches on the games they started 6 months ago. First seen in issue 13, our Summer CES review, they include: Sonic the Hedgehog, Spiderman, Abrams Battle Tank, and 688 Attack Sub. The last two will be conversions of popular computer war simulation games.



*Sonic the Hedgehog*



*Spiderman*

*Abrams Battle Tank*



*688 Attack Sub*



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- 6 special weapons
- 4 "Power up" items
- 9 Cinema displays
- 20 Different stages
- Continue option

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- Fantastic graphics & music
- 6 special weapons
- 5 "Power up" items
- 10 Cinema displays
- 20 Different stoges
- Continue option



- 1 or 2 players
- Superior graphics
- Coaching mode
- Password for continued action
- 12 teams
- Super action cinema screens



- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant dose-ups
- Over 20 different cinema displays
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- Choose from 18 different pitches



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## POWERBALL

Namco/Genesis

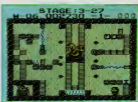
Namco has a new sports game coming for the Genesis. Unlike others which try to simulate a particular sport, Powerball is entirely new. The best way to describe it is that it's a cross between soccer, football, and rugby! Taking place in a futuristic setting, Powerball is a fast moving no-holds-barred sport where getting the point is all that counts!



## CYRAID

Nexoft/GameBoy

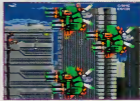
Nexoft's newest GameBoy entry - Cyraid has an insane professor planning to take over the world. You must thwart his plans, but first you have to destroy all the robot guards he created to prevent anyone from entering his multi-story fortress.



## AIR BUSTER

Kaneko/Genesis

Kaneko's first Genesis game is an adaptation of the great arcade game of the same name. Set in a side view perspective this super shooter is one of the few which is also playable as a 2 person cooperative game. With multi-dimensional scrolling backgrounds, huge bosses which take up the whole screen, and a weapon which can be powered up 10 times, this cart has the right combination of necessary ingredients.



*Air Buster has one of the widest selection of power-ups ever in a video game!*

*The end of round bosses are full screen and are protected by squadrons of fighters.*





# PAC-MAN'S BACK AND GAME BOY'S GOT HIM!



PAC-MAN © 1996, 1998 Namco Ltd. All rights reserved.

The arcade classic Pac-Man makes his Game Boy™ debut in this sensational new release from Namco. Relive the adventure as you munch your way through twisting mazes filled with power pellets, bonus fruit, and those wicked ghosts! Beware of their touch- they've been known to snack on Pac's.

Hook up with a friend to double the excitement in this first 2-player Pac-Man! Determine the challenge by choosing the number of lives you'll need to defeat your opponent. Add fuel to the rivalry by using the handicap feature which allows two players to begin in different rounds. Gulp down a ghost and shoot'em to your opponent's maze!



There's Ghosts to gobble so get Pac'n.

**namco**

The Game Creator

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CIRCLE #140 ON READER SERVICE CARD.

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## R-TYPE

Irem/GameBoy



Irem is converting its popular arcade classic to the GameBoy. Featuring 6 levels of great shooting, the mini cart loses very little in the translation. The huge bosses are here as are most of the enemy found in its arcade cousin. The power-ups and weapons remain pretty much the same and the game scrolls smoothly in the horizontal direction.



All the power-ups!...

...Just like the arcade!

The boss is 4 screens wide!

## MEGAMAN

Capcom/GameBoy

The original Megaman is making a comeback, this time on the small screen, and in glorious black and white! All of the action from the first version of the game is here as are the mazes, and the end of round bosses. The game wouldn't be complete without the evil Dr. Wiley and he does drop in to foil Megaman's plans!



Megaman

## PAC MAN

Namco/GameBoy

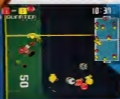
Pac man is coming to the GameBoy! The ghost gobbler runs through the familiar mazes eating the dots, grabbing an occasional fruit for points, while avoiding Clyde and crew. This time there is a 2 player cooperative game, so when you link up two GameBoys the game turns into twice the fun!



HIGH  
9860  
420



# POWERBALL™



## SMASH INTO THE FUTURE

In a futuristic sports arena, you're running upfield, free and clear, when WHAM! your opponent slams into you with a bone-jarring tackle knocking the ball loose. On defense, switch control to your nearest player, then devastate the ball handler with a lightning spin kick, forcing another fumble. Now pick it up and sprint upfield. Then cut back to evade tacklers, fake the goalie, and bust through for a touchdown!

This is Powerball™, the sports game where teams of armored athletes hammer each other in a furious slugfest. Powerball combines skills from martial arts, football, and rugby. Each of the twelve teams boasts a unique level of skills. Whether you compete against the computer or a friend, you'll thrill to the action of Powerball, the smash sport of the future.

For more information write:  
**Namco, Hometek Inc.** 3255-1 Scott Blvd. Suite 102 Santa Clara, CA 95054-3013.



**namco**

The Game Creator

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IMAGES OF T

# Don't let an old flame come between Dirk the Daring and Princess Daphne!

play the hot new remake of the epic arcade  
classic **DRAGON'S LAIR™ ON NES™** and **GAME BOY™.**

Take up the sword and slay your way through the dragon's clutch and the forest of perils that surround the dragon's lair. With a cast of colorful characters and a fast and awe inspiring graphic, you will prove a great hero for the "creativity" of NES and Game Boy™. Game Boy™ play areas are the arena where the spirit shines. The one and two player, one and eight player top score feature of the classic arcade game is also



newly remastered in a format that is available on both NES and Game Boy™. The new version will feature a double disc that runs through the entire dragon's lair, a double challenge with a unique ending, the good and the dare to play both editions of the best adventure game and a special prize worthy of your skills. Check the back of either game box for more about this special "Dragon's Lair" double challenge.





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# DRAGON'S LAIR

# TRICKS OF THE TRADE

## TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

### **SOLSTICE**

(CSG Imagesoft/Nintendo)

**Unlimited Wizards** - To get unlimited wizards in this challenging game, at any time, press Select to get to the subscreen. Then press button B, Start, Start, B, B, Start, Start, B, B, Start, Start, B, Start, B, Start, B, B, Start, Start, B, Start, B, Start.

J. Lee  
Armory, MS



Press Select to get to the subscreen.



Enter the code to get unlimited wizards.



Start the trick when your last man dies.



Stop at 99 as the counter rolls over to 1 again.

### **LEGENDARY AXE 2**

(NEC/TurboGrafx)

**99 Continues** - There is a way which you will be able to continue 99 times in this sequel. When your last man dies, hold Button 2 and the Run Button down and push repeatedly to the Left on the control pad.

Paul Lind  
Denver, CO



Choose Continue when you first start!



You will be rewarded with one of everything!

### **LAST ALERT**

(NEC/TurboGrafx)

**Get all Weapons** - There is a way to start the game with one of everything. When you first start the game go to the start/continue screen. Even though this is your first game, choose the Continue Option. By doing this you will have all power-ups, weapons and options!

### **GAUNTLET 2**

(Software Toolworks/Nintendo)

**Easy Exit** - If you want to leave a room the easy way there is a trick you can use. If you don't move, and stand in the same spot for about 2 1/2 minutes, you will see that all the walls turn into useable exits!

Tom Davis  
Springfield, IL



Stand in one spot for 2 1/2 minutes.



...and all the walls are now useable exits.

12

1

10



# RENOVATION'S LETHAL LINE UP

## FINAL ZONE

You are about to be transported 100 years in the future, where the latest wave in warfare is the New Age Power-Suit, or NAP - a robotic combat machine which gives the wearer unheard-of fighting ability. Your NAP can be equipped with up to 15 weapon, speed, and maneuverability options, out of 100 available - including flame throwers, land mines, and both hand-held and body-mounted firing equipment. With this kind of firepower to command, your only limitation will be your own strategic sense and combat savvy. The ultimate battlefield - the FINAL ZONE - awaits you!

## Granada

The Strategic Defense Initiative of the 1990's banned ICBMs and nuclear warheads. Now, in 2016, weapons are limited to super strategic mobile weapons. Enter Granada. Hypertek-Cannon Tank (HTC). Granada uses shields and radar to create its defense mechanism. Offensive firepower is provided by the most awesome array of weaponry ever assembled on a battlefield. These include multi-

directional interceptors, long-range homing missiles, and a device designed to totally obliterate all opposing forces. You will command Granada through the streets of Tobora, to battle the giant flying battleship Astarsha, and Valsic, another HTC.

## WHIP RUSH

In the 22nd century, Earth Defense Headquarters detected a huge unidentified object approaching our system. A probe revealed three of our own Alpha-type robot spaceships at its core. In the hands of a hostile alien intelligence, the ships had been transformed into a gigantic, heavily-armed, flying fortress - bent on destroying Earth! The defenses of Earth have all failed to halt the juggernaut. In a final desperate bid for survival, all resources have been expended to create one mighty jet fighter: Whip Rush. You must pilot Whip Rush on a noble mission to deliver mankind from certain doom!

# RENOVATION

PRODUCTS™

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6

## SHADOW BLASTERS

(Sage's Creation/Genesis)

**Invincible Player** - Two players must be playing the game for the trick to work. When one of the players runs out of energy, both players must push their Start buttons simultaneously. Push the Start button at least two or three times to see if it will work. If everything is done correctly, you will be invincible throughout the rest of the game. One bit of warning, do not collect any of the energy pills!

Vibol Kong  
Richfield, MN



Perform the trick when  
you run out of energy!



Do it correctly and  
you will be invincible!

## BIMINI RUN

(Nuvision/Genesis)

**Level Select** - There is a way to select the starting level in this new action game from Nuvision. Unfortunately, unlike all of our other tips where we spell out exactly how to do it, this time you're on your own. Well, not completely. We can say that you will have to hold down (one, some, or all) of the buttons and hold the control pad in one of the directions. But where? You'll have to pick the right screen!



Make sure you choose  
the right screen.



All you have left to do  
is find the right buttons.

## TOMMY LASORDA BASEBALL

(Sega/Genesis)

**Special Color Distortion** - To mess up the color palette and play in a very weird environment all you have to do is enter the password: VU9IrstpomXcZTiebrHWyW.



## VALIS 2

(NEC/TurboGrafx 16)

**Select any Weapon** - If you want to have any particular weapon all you have to do is: Press and Hold Button 2, then press Run during regular play to pause the game. Next press Select, 1,2,1, and Run. Now whenever you want, you can pause the game and select whatever item you want by pressing button 1 or whatever weapon with button 2.

Oscar Sauga  
St. Catharins, Ont.



Select item with button 1,  
and weapon with button 2.

## OPERATION C

(Konami/GameBoy)

**Stage Select and Sound Test** - To select any stage in this excellent GameBoy game just press U, U, D, D, L, R, L, R, B, A, B, A, Start at the title screen. To listen to the sounds press U, D, L, R, A, B, Start.





# THIS TINY GAME HAS 1,253 ENEMY SOLDIERS, 392 TIME DELAY BOMBS, 140 LASER CANNONS, 28 SINKHOLES, AND ONE KICKBUTT ATTITUDE.



## BUT IT STILL HAS ROOM FOR YOU.

Give or take a few enemies, time delay bombs, laser cannons, and sinkholes, but who's counting. Because you'll need all your skills, good judgement, and quick reflexes to crack this game.

In Crack Down, you must accept a top-secret mission to re-take control of a heavily guarded facility where artificial life systems are created. The only problem is that their evil leader wants to use them to take over the world. And they don't appreciate well-armed, visitors, spoiling their plans.

Once inside, you'll have a limited amount of time to set off time delay bombs at key locations inside the compound and get past the patrolling guards.

If you need help, use the two-player split-screen mode. This special option allows you and a friend to blast away with your weapons as two separate teams within the facility.

So if you want a game that has an attitude, make a reservation to play Crack Down. We have just enough room to fit you in.



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## JOHN MADDEN FOOTBALL

(Electronic Arts/Genesis)

*Play in snow* - If you want to practice under adverse weather conditions enter one of the codes with the corresponding teams.

TEAMS	CODES
Cinn. at Pitt	- 2722500
Atl. at Wash.	- 0741000
N.Y. at Wash.	- 0700100
Mia. at New E.	- 7102300
New E. at Buff.	- 0600100
S.F. at Wash.	- 4302300
Buff. at New E.	- 0176000
Atl. at Chi.	- 5002300
Minn at Chi	-6002300
K.C. at Cinn	- 0200100
Cinn. at Buff.	- 5504500
L.A. at Chi.	- 6504500
K.C. at Buff.	- 5722500
Mia. at Buff.	- 1112300



*Play on a grass field*



*...or take on your opponents in snow!*

Dennis Bonomini  
Woodridge, IL

## BUSTER DOUGLAS BOXING

(Sega/Genesis)

*Sound Test* - To listen to the sounds in the game, press Start on the second player controller at the game select screen. Press and hold Down on the controller and press the A button to play the music. Move to the sound effects and after the first one press Right for more.

Kevin Schaefer  
Grand Rapids, MI



*Listen to the music and sounds in the game.*

## LAKERS vs CELTICS

(Electronic Arts/Genesis)

*Play in the World Championship Match* - Going into the championships, you will be the Chicago Bulls with a 9 - 0 record. You will play against the Phoenix Suns. Enter the code: 296 ROS.

Jeff Hodges  
Chicago, IL



*Enter the password...*

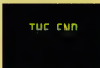


*...and play Phoenix.*

## E-SWAT

(Sega/Genesis)

*Level Select* - If you are just having so much fun with E-SWAT that after beating it once you want to go through it again, at the ending scene, hold down diagonally left and down on the controller, and all three buttons. And, until the music comes on repeatedly push start. This brings up the round select screen.



*Do the trick at the end...*



*...to select your level.*

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We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM!

Sendai Publications, Inc is not responsible for the submission of similar or identical tips, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tips being submitted, the first tip received will be chosen as the winner. Final selection of games is up to us. Void where prohibited by law.

# WEREWOLF

## THE LAST WARRIOR™



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Faryan's mutated death slaves are there at every turn.



Climb and claw your way to Faryan's hideout.



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Live this chilling story – from the source of Werewolf's mighty powers to the history of Faryan's evil –

in the first-edition Werewolf comic book. It's a hot collector's item – and it's yours **FREE** inside *Werewolf, The Last Warrior* from Data East.



## MORE ACTION THAN A CARTRIDGE CAN HOLD!

The world's been destroyed by Dr. Faryan, a possessed and twisted madman.

But one buff warrior's been granted magical powers of the wolf.

And when he finds Faryan, the fur and fangs will fly.

*Werewolf, The Last Warrior.*

Slammin' action for your Nintendo Entertainment System.



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# SHOOT 'EM OR SCOOT 'EM!

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SHOOTER



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# TURBO CHAMP



**THE ULTIMATE ALL-TURBOGRAFX™16 MAGAZINE**

**EXCLUSIVE PREVIEW!  
FIRST LOOK AT  
BONK'S SECOND  
ADVENTURE!!**

**BEST GAMES OF 1990!**

**FIND OUT IF YOUR FAVORITES MATCH  
OURS IN THIS YEAR-END WRAP-UP!!**

**SUPER PREVIEWS!**

**CHECK OUT HOT HITS LIKE  
TAILSPIN, CAMP CALIFORNIA,  
BOMBER MAN, TV SPORTS BASEBALL,  
TV SPORTS BASKETBALL AND MORE!!**

**CD-ROM MAGIC!**

**AWESOME COVERAGE OF VALIS 2,  
WANDERERS OF Y'S FINAL ZONE 2,  
IT CAME FROM THE DESERT,  
MAGICAL DINOSAUR TOUR!!**

**A TURBO  
EXPLOSION!**

**GET YOUR HANDS ON  
INCREDIBLE MULTI-  
PLAYER GAMES,  
ACCESSORIES AND  
THIRD-PARTY SOFTS!!**

**1990 WAS THE BEST YEAR YET FOR THE TURBOGRAFX-16, WITH DOZENS OF GREAT GAMES POWERING THE NEC SUPER SYSTEM FURTHER THAN EVER BEFORE! BETWEEN THE INCREDIBLE CD-ROM TITLES, SPORTS SIMULATIONS AND ARCADE FAVORITES, THE TURBOGRAFX-16 HAS COME FAR IN A SHORT TIME! HERE ARE OUR FAVORITES FOR THE YEAR...SEE HOW THEY STACK UP TO YOURS!**



## **Y'S BOOKS ONE & TWO**

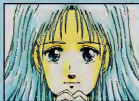
While there were all types of adventure, quest and role-playing games introduced in 1990 for all the major systems, none of them came close to NEC's monumental CD-ROM entry, *Y's Books One and Two*, in terms of graphics, sound, challenge or magnitude. This game not only received the Electronic Gaming Monthly magazine award for "Best RPG of 1990", it has also been rated the "Best TurboGrafx-16 Game of 1990" by the editors of *Turbo Champ!*

From the involving storyline to the intense pace of action, *Y's* scores big in all departments with the perfect blend of mystery and adventure. All of this is packaged into a CD-ROM disc that enables the Turbo to boost the appeal of the game even more with vivid intermissions, voices and what has to be the most incredible musical score ever in a video game (another honor the disc knabbed from *Electronic Gaming Monthly* was "Best Audio In a Game For 1990").

From the opening sequence to the final ending, *Y's* is a tour-de-force not only in role-playing, but for video games as a whole!



*The quest in Y's is broken up into two different games!*



*The intermissions in Y's are some of the best ever seen!*



2

## BONK'S ADVENTURE



Sporting one of the most unusual play techniques in a video game, Bonk became an instant hit (no pun intended), giving NEC the identity they needed to become a force in video gaming. With multiple attack options, great scrolling graphics and a personality that has transformed him into a star, Bonk was a favorite of everyone!

## NINJA SPIRIT

Packing some of the most intense action you can find, including full-screen Bosses and special power-up options, Ninja Spirit delivered in a big way in 1990. NEC, wisely snapping up the rights to this arcade cult classic, found a winner with all-out martial arts mayhem that is unequaled for play value! Thumbs up!



4

## MILITARY MADNESS



Although it was one of the earlier releases in the year, Military Madness still manages to bring out the General in all of us! Commanding forces on the surface of the moon, Military Madness lets you call the shots in a futuristic war where strategy is the determining factor between victory and defeat! A superb alternative to action games and space shoot-outs!

## SPLATTERHOUSE

Despite its gory premise, Splatterhouse stood out as one of the most original and most addictive action adventure titles of the year. Controlling the muscle-bound hero and the various knives and clubs he wields is the easy part. Taking on the seven levels of oozing monsters, ghouls and creatures is another matter entirely!



5

## FACT-FILE

**Manufacturer:** NEC  
**Machine:** TurboGrafx-16  
**Cart Size:** 4 Meg  
**Number of Levels:** 9  
**Theme:** Action  
**Difficulty:** Average  
**Number of Players:** 1  
**Available:** June '91

# BONK

## BONK IS BACK!!

Without a doubt one of the most interesting new games to appear on the TurboGrafx-16 during the course of 1990 was the adventure title led by his prehistoric badness, Bonk the Caveman! NEC scored a direct hit by taking the concept of a scrolling action game and doing what few other developers have been able to do by packing the soft full of new play techniques. Instead of a super cool cave dude who simply ran and jumped through his adversaries, brains behind Bonk came up with a variety of new and exciting ways to attack, added to the jumping maneuvers by giving quick-fingered gamers the ability to keep our hero airborne and through this wonder-being into a fantasy world of pastel colors, huge Bosses and more than enough danger.

The success of Bonk as both a genuinely fun game and recognizable character was one of the primary forces that drew more and more attention to the TurboGrafx, and for good reason.



*Hop aboard the Time Train to pass on to the next round!*

Inspired by the overwhelming praise for their 16-Bit Super Hero, NEC has constructed an all-new Adventure for Bonk that is guaranteed to not only delight fans of the original game, but also create a following for itself, with a new look, a new Bonk,



and a whole new slew of bad guys from a dozen new worlds!

While Bonk's Second Adventure has yet to be officially titled, the folks from NEC have given Electronic Gaming Monthly and Turbo Champ an exclusive preview copy of the game for this special preview! While some portions of the game play may be altered before the soft reaches the market in the middle of the year, the basic look and feel of the game's colorful adventure, as well as the high-speed action, are sure to be retained as pure Bonk at his very best!



*Going Up! Hitch a ride on an elevator to escape!*



*Bonk must face all-new enemies like this dino-riding flame thrower!*





# BONK'S NEW SECRET WEAPONS!!

EXCLUSIVE  
PREVIEW!!



*Eat the Meat!*



*Fire-Breathing Bonk!*



*Bonk's Second Adventure is filled with colorful backgrounds and lots of nasty enemies!*



## BONK THE BOSS!!



This sequel features a new and improved Bonk character with more than a few special tricks up his sleeve! In addition to devouring his meat snacks for total or partial invincibility, Bonk can now acquire new power-ups that allow him to breath fire on opponents and freeze the bad guys! Besides sporting some new forms of attack, Bonk also changes his appearance when enhancements are acquired.



While the most common foe of Bonk's Second Adventure are the egg-headed dinosaurs that roam about, there are also a number of other weird creatures that will try to put a stop to Bonk's exploits! Toss in the obligatory Bosses and tricky landscapes filled with dangerous falls and the end result is a new Bonk Adventure that not only matches the appeal of its predecessor, but offers up more than enough new variety to be a mega-hit in its own right!



# 1991 TURBOGRAFX-16

1990 has been a great year for the TurboGrafx-16 as well as Turbo fans everywhere! NEC has made an impressive display with a combination of quality product and slick advertising that has allowed the Turbo to become a more powerful force in gaming and attract a much larger following!

Although the Turbo helped bring new play techniques and never-before-imagined levels of interaction to the gaming scene with bright new entries like *Bonk's Adventure* and *Y's on CD*, NEC is promising games that only get better in the year to come!

Across these pages you'll get an advance peek at some of the goodies the folks at NEC have in store for the Turbo. Whether your gaming favorites are sports simulations like *TV Sports Baseball* and *Champions Forever Boxing*, or shooters such as *Super Star Soldier* and *Aero Blaster* that are so hot they'll cause a meltdown, the TurboGrafx-16 is promising to have plenty of thrills in store for you! With an up and coming selection of softs that will power you up in ways that have never been seen before, the Turbo is shaping into one mean machine with the firepower you need, no matter what type of game you're looking for.

In addition to these new game cards, NEC is also working on a variety of other titles that will take advantage of the unit's abilities and CD-ROM technology. For the Turbo to ultimately succeed, however, NEC will have to deliver a steady stream of such softs and maintain a performance level that takes every element of gaming into consideration, from game play to graphics to challenge. With this line-up, it looks like NEC has finally gotten this recipe for success mastered!



## TV SPORTS BASKETBALL

Cinemaware has once again adapted one of their famous TV Sports lineup of games for the Turbo! Using the same style of play that highlights game play and graphics presentation, *TV Sports Basketball* brings all the action of full-court basketball to life. Complete with full teams of players in both practice and league settings, *TV Sports Basketball* features slam-dunks, three point shots and plenty of fast breaking basketball thrills for up to five players!

With graphic intermissions and animations that really bring the game to life, *TV Sports Basketball* stands out as one of the most eagerly anticipated sports titles to yet appear on the Turbo!



## SUPER STAR SOLDIER

Exploding from the stars comes this intense shooter sequel that shares a bit more in common with *Blazing Lazers* than its namesake.

*Super Star Soldier* pits you against an armada of attacking alien vessels in a multi-mission blast-a-thon! During your mission you can acquire several different types of weaponry upgrades which themselves can be enhanced to create more powerful attacks. You'll need every bit of this firepower as you take on dozens of invading opponents as well as the enormous Boss creations that are behind the attack. All the booming and blasting a joystick jockey needs in life!

# 6 PREVIEW GUIDE...



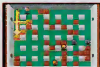
## BATTLE ROYALE

Video wrestling has never been like this! In Battle Royale you command a wrestling superstar who's up against the biggest and baddest opponents of the "sport"! Manage a winner against the computer or hook up for a five-player brawl against your friends. Any way you look at it, it's a Battle Royale!



## AERO BLASTER

Turbo shooters just got hotter! Aero Blaster, adapted from the coin-op Air Buster, ushers you through a fantasy world filled with high-tech alien hardware! One or two players can participate at the same time, with explosive results guaranteed!



## BOMBER MAN

Part puzzle, part strategy and part action, Bomber Man takes a conventional theme that was first attempted on the NES and super-charges it on the Turbo! Add five-player combo play and you things get even more hectic with you and your friends fighting to get the goods against each other!



## TAILSPIN

NEC has captured the license to the popular Disney animated creations featured in this new game. Lead the heroes of the show on a mission to take out the bad guys and put an end to their dastardly deeds. Super graphics boost the appeal of this action title even higher!



## LORDS OF THE RISING SUN

Another hot Cinemaware product is coming this spring. It's the constant battle between the Samurais and the lords in this Shogun-like saga. Featuring high resolution digitized graphics, high fidelity sound and real voices in this new CD.



## CAMP CALIFORNIA

Camp California is the setting for this animated adventure starring the Beach Boys mascot! Both the card and CD versions feature rippin' music from beginning to end, and enough action to challenge ever the most proficient pros! A great place to visit!

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*Line-up the sights as you stare down giant ants that are on the attack in Cinemaware's new CD-ROM extravaganza!*

Currently being developed by Cinemaware, one of the leading producers of softs for the computer field, is their translation of the classic keyboard action/adventure, *It Came From the Desert*. Combining one of the most ambitious incorporations of live-action digitized graphics with conventional game mechanics, *It Came From the Desert* represents one of the first Turbo CD-ROM titles to be prepared and programmed in the U.S. Although the game is still several months away, the early looks that we have had all indicate that this is a very special project, with legions of mutated, giant ants serving as the target in both the overhead and first-person encounters. A movie-come-to-life for your Turbo CD-ROM!



## SHERLOCK



That sleuth Baker makes his appearance on the game screen in this incredible, a mysterious murder case, Watson, at your side. Collected video game "actors" has left, abilities to put the finger on Holmes is just the type of ROM is suited for, featuring music and voices! Three one disc!

## WANDERS OF Y'S

Following hot on the heels of the critical success of *Y's - Books One and Two*, NEC is currently working on an even hotter sequel, tentatively titled *Wanders of Y's*. Using many of the same play mechanics that made the original *Y's* one of the first CD-ROM megahits, garnering it Electronic Gaming Monthly's "Best RPG of 1990" award, NEC appears to have once again delivered! *Wanders of Y's* is a quest unlike any other, and while the Turbo version is still a few months away, it is shaping up to be one of the most remarkable quest games ever made. With tons of intermissions, music and voice, the second journey to *Y's* looks even better!



*The lands of Y's are in trouble once again!*

## FINAL ZONE II

Another overhead shooting contest that pits your hero against a seemingly unstoppable foe, *Final Zone II* juices up the standard video game shoot-out with all the incredible sights and sounds that only the Turbo CD-ROM can deliver.



*The fate of the universe is in the hands of a small band of survivors armed with armored suits and a variety of high-tech weapons!*

Using the CD's outstanding ability to paint storylines across the screen with unmatched graphics and sound, you're thrust into the middle of an intergalactic conflict when the enemy engages during a surprise attack. Separated, you must locate your fallen comrades and join together for an organized assault against the alien opponents.

Although *Final Zone II* isn't the first game to use the overhead perspective for combat, it is the only one with the power of CD-ROM to give it a more lively, colorful and realistic plot. The Turbo CD-ROM enables *Final Zone II* to explode on the screen!

**CD-ROM!**



## TURBO CD-ROM SUP

As you may know by now, only mega-machine on the play advanced games that graphics and sound value, Turbo CD game can hold as regular game cards!

What you may not know, assembled a whole new assortment blow you away! From fast-action *Final Zone II*, to enhanced adventure *It Came From the Desert* and *Valis* shines through with this new library. Plus the TurboGrafX-16 CD-ROM but the new CD+G music and graphics is much more than just a great game s

## K HOLMES

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from  
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his first  
-ance  
-video



CD adventure! Take control of  
with your trusty apprentice,  
at the clues that each of the  
while using your deductive  
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quest game that the CD-  
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the complete games on

## MAGICAL DINOSAUR TOUR

The first video game that truly educates while it entertains, the Magical Dinosaur Tour showcases the Turbo CD-ROM's fantastic power! Using a menu of different options, you can learn about the history of the dinosaurs, their habits and possible reasons for their extinction. Each of these "plays" is done with high-resolution graphics and the superb audio quality that the CD affords.

While there is no real game to be found in the Magical Dinosaur Tour, the disc does mark the introduction of the Turbo as the first real game system that can be used for learning - in a very interaction way. So sit back and watch as the Turbo creates a world of dinosaurs just for you!



*Learn about the history of the dinosaurs and possible theories on their extinction in The Magical Dinosaur Tour!*

## VALIS II

Valis II is an action/adventure title that uses the abilities of the CD-ROM interface to expand the scope of the game play and utilize voice and picture graphics for intermissions that are unlike anything you've ever seen before!

The game play in Valis II introduces you to multiple worlds of action and adventure through a variety of scrolling scenes. Conventional round definition is employed that places the heroine of the story against some of the biggest and baddest Bosses you'll face! In between the fighting, however, the game unfolds in a whole new direction by presenting a series of animated story frames that are coupled with real voices.

For a solid CD-ROM contest with plenty of thrill and lots of flair, Valis II should accommodate almost almost any player, from the beginner to laser-firing veteran.



*One of the many intermissions that are featured in Valis 2!*

## LAST ALERT

Like Final Zone II, Last Alert uses a combination of animated intermissions and top-perspective game play to create a super-Commando style of action. As the only mercenary who can stop a world-wide terrorist conglomerate from taking over the world, you must fight your way through more than a dozen different rounds of intense battlefield warfare.

While the odds may appear impossible, you're not alone in your quest. Throughout each of the challenging missions, you have a specific goal to reach or task to overcome. Located in these war zones are more powerful weaponry that can spell the difference between life and death behind enemy lines.

The CD-ROM unit on the TurboGrafx-16 once again provides a heightened level of realism and interactivity that can't be found anywhere else. Full-screen animations, realistic sound effects and real voices are used throughout to bring the game to life!

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game screen in this incredible CD adventure! Take control of a mysterious murder case, with your trusty apprentice, Watson, at your side. Collect the clues that each of the video game "actors" has left, while using your deductive abilities to put the finger on the real culprit! Sherlock Holmes is just the type of quest game that the CD-ROM is suited for, featuring digitized graphics, music and voices! Three complete games on one disc!

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## TURBOGRAFX-16 CD-ROM SUPER POWER!!

As you may know by now, the TurboGrafx-16 is the only mega-machine on the market with the power to play advanced games that boast not only superior graphics and sound value, but challenge as well. One Turbo CD game can hold as much information as 4,000 regular game cards!

What you may not know, however, is that NEC has assembled a whole new assortment of CD-ROM titles that will blow you away! From fast-action blast-em-ups like *Last Alert* and *Final Zone II*, to enhanced adventures such as *Sherlock Holmes*, *It Came From the Desert* and *Valis II*, the power of the TurboGrafx-16 shines through with this new library of discs for the CD-ROM player.

Plus the TurboGrafx-16 CD-ROM can play not only your audio CDs, but the new CD+G music and graphic discs as well! The Turbo CD-ROM is much more than just a great game system!

# TURBOGRAFX-16 MULTI-PLAYER GAMES!

**Turbo-Tap Action For Up To Five-Player Interaction!!**

## TV SPORTS FOOTBALL

TV Sports Football, like the rest of the TurboGrafx-16 sports series, takes full advantage of the Turbo-Tap accessory to expand the scope of this gridiron fight and get up to five people in on the action!

Whether you're aligned against human opponents or the computer, the extra realism afforded by the unique Turbo Tap peripheral is especially noticeable in this detailed and interactive rendition of America's favorite Sunday afternoon athletic event. While the game is a standout sports entry for the Turbo in its solo mode, featuring all of the lively intermissions and superbly drawn settings that made the TV Sports line-up of games a winner on home computers, the options for team play add so much more to the strategic and overall content of the game.

TV Sports Football reproduces all of the familiar elements of the real game faithfully. From the opening that introduces the teams to the statistical wrap-ups, to the slick appearance of the game, TV Sports Football delivers touchdown action from the opening kickoff to the final seconds of the game!



## SUPER VOLLEYBALL

The Turbo-Tap is used for direct head-to-head competition in this simulation of championship volleyball! Select tournament settings and go for the world title against increasingly aggressive com-

puter opponents, or open up the challenge by serving against a friend head-on!

Don't plan on a picnic when you pick up Super Volleyball. The casual pace of real volleyball has been replaced by intense action featuring play techniques and maneuvers that bring together a tremendous amount of strategy and timing! A highly involving entry that requires some patience, but delivers a nice payoff!



The advantages of the TurboGrafx-16 Super System don't stop with the machine's advanced hardware design and challenging games! The Turbo is the only system on the market capable of accommodating up to five players simultaneously! With the Turbo Tap peripheral and great games like TV Sports Football, Battle Royale, Final Lap Twin and every sports game in the Turbo library, this great feature becomes much more than hype, opening new doors of adventure and providing exciting backdrops for all-new levels of head-to-head challenge!

Supplementing the TurboGrafx selection of action-adventure titles comes this virtual carbon copy of the arcade quarter-sucker of the same name.

Unlike most other side-scrolling character contests, however, Tiger Road uses the power of NEC's Turbo Tap to enable multiple-player interaction within the game's mixture

## TIGER ROAD

of running, jumping and attacking. Throw in a few good warps and other bonus rooms and you've got the makings of a solid adventure game.

While the Turbo Tap doesn't change the content of play as dramatically in other games, the options is a welcome addition to this coin-op conversion.





# TURBOGRAFX-16 THIRD-PARTY GAMES!

*The Best Turbo Games From the Hottest Game Companies!!*



Get set for the intergalactic shoot-out of your life! Sinistron will take you to the lim-

its of total destruction with fantastic graphics and a special play mechanic that enables you to supercharge your space fighter and take out the invading hordes of alien enemies with extending bay doors at the front, shield blasts, wave weapons, missiles and more!

## SINISTRON

Sinistron is filled with seven levels of combat action drawn against some very colorful and highly detailed backgrounds. As you progress further into the game, you must advance against alien positions deep within the core of the planet. It is here that you'll face the ultimate alien evil and be tested by one of the few shoot-em-up conflicts with flair!



*Sinistron from IGS is the latest intergalactic shoot-out to join the Turbo ranks, complete with a wide selection of power-ups and incredible Bosses!*

## KLAX



*The coin-op reflex puzzle game blows away all other home versions on the Turbo!*

Klax is one of the rare games that falls into the enviable category of easy to learn, difficult to master and totally addictive! Klax, based on Atari Games' arcade answer to Tetris and similar puzzle games that require fast thinking and quick hands, is based around a very simple premise. As tiles of various colors descend down a grid five squares in width, you must manipulate a special box that can capture the tiles and deposit them into any one of 25 positions within the game area below the grid.



Collecting the tiles is only part of the challenge in Klax, however. Once the tiles are on the platform, you must then align the tiles, by jettisoning them off of your square, into different patterns such as vertical and horizontal rows as well as more complex arrangements such as diagonals, crosses and more.

The addictive nature of Klax is enhanced even more with the Turbo's great graphics. A true classic!

## SIDE ARMS

Side Arms is a classic Turbo shooter that has been ported to the Turbo from the arcade.

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*Side Arms remains a classic Turbo shooter!*



Radiation is a powerful weapon that can be used to destroy the enemy. It is a true classic!

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# OFFICIAL TURBO GEAR

## 1-800-368-8726



**The Stack Rack** organizer from Safe Care Products provides an easy way to store your TurboGrafx-16 cards in a manner that lets you choose your game at a glance! Whether they're displayed horizontally or vertically, the interlocking Stack Racks are sure to keep your games safe and always easy to find!



From Safe Care Products, Inc.

## TURBO ACCESSORIES

For the ultimate in game control comes the **Ultimate Super Stick!** This sturdy joystick sports a wide base and includes options such as selectable auto-fire dials and a life-saving slow motion feature.

From Beeshu, Inc.



**The Official TurboGrafx-16 Game Encyclopedia** includes complete descriptions and lots of winning strategies for nearly every game on the market and previews of upcoming titles!

From Bantam



The **Game Card Soft Pak** is the accessory you need to take your Turbo cards on the go! Durable, padded case holds 12 games and cases!

From Nuby Manufacturing, Inc.



# TURBO EXPRESS

NEC has done their homework! While other game companies are touting portable machines that come in with specs that are inferior to their consoles and don't share the same softs, the brains behind the Turbo have cloned the machine and put it into a package that anyone can carry, the new Turbo Express hand-held!



*Blast your way through mazes laying bombs in the first head-to-head game on the Express!*

**NEC'S TURBO EXPRESS - THE PORTABLE COLOR SUPER-POWER!**

With screen resolution and clarity that are unmatched by any rival portable system (which may explain why the unit recently won Electronic Gaming Monthly's coveted "Best New System of the

Year" award), the Turbo Express delivers video game thrills! And what's more, the Turbo game doesn't require the purchase of different softs! Any Turbo game in your library will instantly work on

the Express! Now you can Bonk your way to Grandmother's house and blow bad guys away on the bus!

While the big bang that the Express delivers does come at a higher price, the interchangeable softs, as well as additional functions such as the Turbo Vision TV tuner and special head-to-head games for action between two Turbos, the appeal of NEC's latest hardware is tough to match!

## HAND-HELD GAME SYSTEM SPECS!

	NEC	GAMEBOY	LYNX	GAME GEAR
Dimensions	4.3 x 7.3 x 1.8	3.5 x 5.8 x 1.3	4.5 x 10.25 x 1.25	4.05 x 8.27 x 1.5
Weight	15.7 Oz.	8.4 Oz.	16 Oz.	20 Oz.
Batteries	6 AA	4 AA	6 AA	6 AAA
Play Time	3-5 Hours	15 Hours	4-6 Hours	3 Hours
Screen Size	2.6 Inches	2.5 Inches	3.5 Inches	3.2 Inches
Resolution	238 x 312	144 x 160	160 x 102	160 x 142
Colors	512	B&W	4096	4096
Colors Displayed	512	4 Shades	16	32
Backlight	Yes	No	Yes	Yes
Sound Channels	6		4	3 PSG, 1 Noise
Processor	HuC6280	Custom 6502	65C02	Z-80A
Speed	7.16 MHz	1.8 MHz	3.58 MHz	3.58 MHz
System Ram	8K	16K	64K	8K
Video Ram	64K			16K
TV Tuner	Yes	No	No	Yes

# IT'S EASY TO BEAT THE COMPETITION

ARCADE



AEROBLASTER



BLOODY WOLF



DRAGON SPIRIT



FINAL LAP TWIN



SPACE HARRIER



SPLATTERHOUSE



VOLANTE

ARCADE



SUPER VOLLEYBALL



TAKIN' IT TO THE HOOP



TV SPORTS FOOTBALL



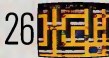
POWERGOLF



BRAVOMAN



CHINA WARRIOR

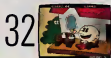


CRATER MAZE

ARCADE



NINJA SPIRIT



PAC-LAND



TIGER ROAD



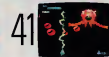
BLAZING LASERS



PSYCHOSIS



SINSTRON



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DOUBLE DUNGEONS



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ALIEN CRUSH



DEVIL'S CRUSH



DRAGON'S CHASE



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FANTASY ZONE



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NEC

The TurboGrafx™ 16 system has more amazing 16-bit video games to choose from than anyone else. You can count on it.

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From the farthest reaches of space comes the most awesome superhero of all... The Silver Surfer.

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Superior graphics, music and sound effects, make Silver Surfer™ the hottest game in the galaxy!  
2 Much Action!



# 2 Much!

**SPOT™ THE VIDED GAME**  
Sharpen your strategy skills as you test your wit in this cool new game!

Select a playfield from one of the 512 pre-programmed options, or customize your own game for an endless amount of play possibilities. In either case, you'll enjoy a brand new challenge each time you play!

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2 Much Intensity!



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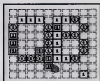


# HOT HINTS



**"FROM THE GUY IN THE BACK".**

QBillion Club members receive the special Puzzle Solving Language manual (PSL) that allows them to share tips and pattern layouts. PSL is also used to receive solutions and compete in QBILLION Club contests! Make a pattern with the built-in Editor and send it to a friend.



QBillion is played in 4 layers on a 10 by 9 field. The cheese crates are bigger than Ned is, he can only move one at a time. So if a crate has another on top, or in front of it, it can't be moved. To push a block on the 3rd level Ned must stand on the 2nd level.



**THINGS TO DO...**

1. **1** 'S ARE VALUABLE! DON'T LET THEM GET STUCK IN A SQUARE OR ON THE SIDES.
2. HOLD **1** 'S IN RESERVE WE'RE GONNA NEED THEM LATER.
3. GET RID OF THIS: AS SOON AS POSSIBLE.
4. PICK UP MILK AND BREAD.
5. LITTLE LEAGUE ON FRIDAY (OUR TURN TO BRING SODAS!)

In the 2-PLAYER mode you can be either Ned Zoomie or his little brother Burton (A.K.A. Burt The Brat) in a race to win tic-tac-toe squares by cleaning up Burt's little messes.



## JOIN THE HOTTEST GAME PLAYER CLUB IN THE COUNTRY...ABSOLUTELY FREE!

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105 E. Reno, Suite #22  
Las Vegas, NV 89119





# S'more HOT HINTS

"FROM THE GUY IN THE BACK".



Push blocks to smash bugs, or destroy them using your specially equipped weapons. You collect the gold by destroying bugs — bash a bug, bag the bullion. The indicator shows the number of bugs that must be terminated in order to clear a level.

**TOTAL OF 48 LEVELS**



You may obtain special equipment for your Battle Bull by using the gold you collect. But make sure you have enough gold to afford extra power features!

Install jumpers to catapult over bugs or attach special weapons to destroy bugs where they stand. But you can't use both at the same time! Installing one moves the other back into storage.

Enter PASSWORDS to allow you to restart the game exactly where you last finished

**TOTAL OF 48 LEVELS WITH  
ULTRA SHARP  
AND CRISP GRAPHICS**  
BASH A BUG... BAG THE BULLION!

**GAME BOY!**



LICENSED BY



In two player mode you select difficulty level, number of sets per game, target count and equipment configuration to adjust handicap.

Watch the timer! When you run it out, the high speed moving blocks will attack you. Use the missile to destroy them.

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Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

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# INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Third Party Mega Drive Companies End Year With Dozens of New Games

## Technosoft/Mega Drive ELEMENTAL MASTER

It looks like Technosoft has another hit with Elemental Master. It's a spectacular vertical scroller set in an overhead perspective. Containing lots of new weapons which we haven't seen before along with huge bosses, all set on new planets with markedly different climates.

### WATER WORLD



Get the option for double fire!

### ICE WORLD



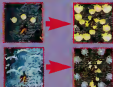
Use the wave laser for max firepower!

### EARTH WORLD



On this 'earth-like' world the enemy are the native animals and people.

### NEW WEAPONS!



Add firepower with power-ups!

### FIRE WORLD



Weapons native to each planet work best on the bosses.

## Namco/Mega Drive DANGEROUS SEED

Namco of Japan is releasing another vertical scrolling shooter, much on the same lines as Phelios. In this you can select from three different ships, each equipped with unique weapons. Patrol the universe and dive down to some of the planets in search of the enemy. The aliens are huge and attack with immense firepower. Your ship, or formation, can be powered up three times, each time you gain an additional weapon like heat seeking missiles, ring lasers and ion cannons.



Even though the path narrows, use this to your advantage to hide and shoot.

Dodge the bosses' fire by moving to one side and fly back in to take a few shots.



The P square adds another weapon to your arsenal!



# A

*Little*

*Light*

*Goes*

# A

*Long*

*Way*



**LightBoy™, there's  
no better way  
to see the  
light.**



- Magnifies image 1 1/2 times
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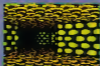
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**Nintendo**



## Climax/Mega Drive SHINING DARKNESS

From the developers who did Dragonquest 3 and 4 for Enix, comes a new super-RPG for the Mega Drive. Containing seemingly endless dungeons set in a first person perspective, this 8 meg wonder will be coming out in Japan in March. The above ground quest is equally as extensive, containing numerous cities and a world of immense proportions. The battle scenes are like Phantasy Star 2 and 3 with highly detailed graphics and spectacular character animation. Coming to the U.S. later in 1991.



*Mazes which seem to go on forever without end!*



## Sega of Japan/Mega Drive '4 IN ONE CART'

It is rumored that Sega of Japan is planning to bring out a 'multi-game' cart. While no specific name has been decided on yet, the games will probably include Hang On, Shinobi, Zaxxon and a yet another great title.



*The word is that Sega of Japan may try bringing out a cart with 4 games on it!*



*At least 3 of the games would be Sega classics: Shinobi, Hang On, and Zaxxon!*

## Telenet/PC Engine AVENGER

From the masters at Telenet of Japan comes a new shooter for the CD-ROM. Your futuristic car can turn into a helicopter to fly away from trouble. Lots of weapons and power-ups, all of which will be needed for the constant action. It's an overhead view with great cinema intermissions and dialogue.



*Explosive battle scenes!*



# DON'T TURN THAT PAGE EARTHMAN! WE KRIONS HAVE YOUR PUNY PLANET NOW!



*Earth's skies are raining metallic men from a predator planet, and your only hope against the Krion Empire is a witch that vanished generations ago. Francesca, we need you!*



■ The good witch Francesca, who has come to save the planet from The Krion Empire, has infiltrated the ice base! Before she can do battle with Yukimaru, the Snow Monster, she must get by this Krion Menace!



■ Among the clouds Francesca searches for Sky Hawk's base. Beware of the robo bees and deadly spikes!



■ "Gasp...Choke!!!" Francesca had better find an air pocket fast or risk drowning!



■ Thousands of miles above the earth Francesca continues her quest to end the Krion reign!

## The Krion Conquest™

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# SUPER MARIO WORLD

**MARIO IS BACK!**

Super Mario World, one of the first releases for the Nintendo 16-Bit in Japan, is a phenomenal game, featuring the best from the creative minds at the big 'N.' This time Mario must face 8 new worlds divided into more than 70 different levels of play! Incredible game play and a new cast combined with the enhanced graphic and sound quality of the SFX, makes SMB4 an instant classic!

## FACT-FILE

Manufacturer: Nintendo  
 Machine: Super Famicom  
 Cartridge Size: 4 Meg  
 Number of Levels: 70+  
 Theme: Adventure  
 Difficulty: Easy  
 Number of Players: 2  
 Available: Nov 1990 (Japan)



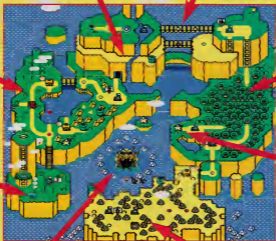
**VANILLA DOME**



**CHEESE BRIDGE**



**DONUT WORLD**



**LOST FOREST**



**DINO ISLAND**



**STAR WORLD**



**SODA DAM**



**CHOCOLATE ISLAND**



Find the hidden keys in each world.



Use the key to open the warp zone and discover many new worlds.



At the end of each level earn stars by jumping into the moving bar.



Collect 100 stars and Mario will go to the bonus round where he can get up to 8 1-ups!

## POWER UP MARIO!



**SUPER MARIO**



**FIERY MARIO**



**CAPE MARIO**

## MARIO IN ACTION!

More moves, attacks and ways to explore Mario World than ever before.



**RUN**



**JUMP**



**FLY**



**DUCK**



**STOP**



**FLOAT**



**HOLD**



**SPIN**



**PARACHUTE**



**RIDE IN CLOUD**



**WALK UP WALL**



**SWIM**



**FLIP**



The classic SMB. 1-up trick!



**DIVEBOMB**



**GREEN**



**RED**



**YELLOW**



**BLUE**



Eat a red turtle...



and Dino spits fire!



Eat a blue turtle and Dino can fly!



Eat a yellow one and Dino has Super Stomp!

When an egg hatches, and a little dino appears, pick him up and feed him 5 turtles to make him grow.

## POWER-UPS AND ITEMS

There are many new items and power-ups in Super Mario World that Mario can find and use in his quest to save the princess. A new feature in this game is the power-up storage at the top of the screen. You can now carry more than one item at a time and use them when you need it the most. Here are a few of the things that you'll find.



### COIN



Collect 100 coins to receive a free man.

### DRAGON COIN



Collect 5 coins on the same level for a free man.

### SUPER MUSHROOM



Get this and turn into Super Mario.

### FIRE FLOWER



This flower turns you into Fiery Mario.

### CAPE FEATHER



Catch it and you can fly as Cape Mario.

### 1-UP MUSHROOM



This gives Mario or Luigi one extra life.

### 3-UP MOON



Find the moon and receive 3 free men.

### EGG



Find a Dino inside or other surprises.

### ACORN



Feed 10 of these to Dino and he lays an egg.

### SUPER STAR



Makes you invincible for a while.

### DINO WINGS



While on Dino, get these and go to the Cloud Zone.

### SPRING BOARD



Use it to jump higher, it can be taken with you.

### POWER BALLOON



Blows Mario up so he can float around.

### JUMP BLOCK



Like the Spring Board, but some hold items.

### STAR BLOCK



Hit it with 30 or more coins and a 1-up appears.

### SURPRISE BLOCK



Hit the switch and all dotted lines turn into blocks.

### MESSAGE BLOCK



Gives you hints and tips along the way.

### SPINNING BLOCK



If you hit it, it spins around and you can't stand on it.

### SWITCH BLOCK



Hit it and blocks turn into coins and vice versa.

### QUESTION BLOCK



Holds coins, items, and bean stalks.

### FLYING BLOCK



Same as Question Block but this one has wings.

### MULTI BLOCK



The item inside flashes from one to another.

### ON/OFF BLOCK



Does many things, turns off traps.

### HALFWAY MARK



Starts your next life halfway in the level you died in.



## WORLD 1: DINO ISLAND



Yellow  
switch



CASTLE 1



BOSS 1!

On Dino Island you'll encounter a variety of new enemies, so now is the time to get acquainted with Dino. After finishing 1-1 you can go to the room with the yellow surprise switch, be sure to get it. Hitting the switch will make things easier later on in the game.

## WORLD 2: DONUT WORLD



GHOSTHOUSE 1



CASTLE 2



BOSS 2!

Donut World is filled with mysteries and secrets. It's a good thing Mario can get the feather here, he'll need it to discover the warp keys. You'll also get to explore your first Ghosthouse here! The key to open the path to the green surprise switch is hidden somewhere on this world, so look carefully in the eerie caverns.

## WORLD 3: VANILLA DOME



GHOSTHOUSE 2



CASTLE  
3



Vanilla Dome brings you to the mysterious land of underground lakes and lava rivers. The red surprise switch can be found here. Watch out for the Atomic Telesla haunting the 2nd Ghosthouse!



BOSS 3!

い! ファミコンでこんなことが  
できるのか! あまりに奥が深く、  
アキコが驚いたのは、今  
山田、芳賀と連日深夜  
攻めまくった。

プレーする気にはならないが、コ  
ンピューターの思考時間も「II」の  
ほうがずっと短く、おまけにグラ  
フィックも美しいときてる。

その「II」の戦術は、今  
共同で研究中。今  
を呼び、最大3対2ね)  
での戦闘が可能になった。史実ど  
おりの戦いを再現し、オタクキー

に、かくHEA戦に関しては文がな  
い。ということで、この「三国志II」  
は完全に戦闘重視、武力の争い  
の戦い。これは、今  
初作じ  
に、追加し、火計だけ  
で戦闘に勝てたじゃない? 今回  
皆符タイプの出番はないかってい  
うと、そんなことはない。当然国

では、敵が「まよ」にこの  
なのか? なぜ? いかにして?  
ベース  
な、  
ておく  
る。あとは、欲を言えば画面切り  
替えが遅いのと、セーブを2カ所  
にしてほしいくらい。

まあ、欠点ばかり上げ遅ねても

# THE SUPER FAMI COM TIMES

## MASTER'S GOLF

T and E Soft of Japan

8 megabit

March 1991

T and E is a new game to the SF market, but their first product already brings new programming technology to the infant SF system. Called Polys, the software algorithm allows for extremely high resolution scaling and it is being incorporated in a golf game! With this, the scaling of the view of the hole is performed in very small steps and not as coarse as in Pilotwing. Also, small objects like the ball and flowers are scaled individually. In addition, it's a great golf game!



Rather than  
creating a whole  
new game from  
scratch T and E is  
converting an FM  
Towns game!



The information screen shows the layout of the hole plus other factors which affect how you should play the next shot!



As you approach the hole, the view scales forward to where your ball lies.



In a similar fashion, if your shot goes past the hole, the view scrolls, scales and rotates to the new position.

## HOLE IN ONE GOLF

HAL of Japan

8 megabit

February 1991

Super Fami owners will be blessed with not just one but two golf games in another month. Hal's game offers spectacular color shading which give a very real impression of 3-D images. With hills and valleys on the course plus sandtraps that have actual depth to them, this version of golf is the most realistic to date!



Overhead view of hole!

Play out your whole by switching to a 3/4 overhead view of the hole.

**GREAT 3-D PERSPECTIVE!**



The Super Fami, with its large color palate, can show shadings that give the illusion of 3-D.

## UN SQUADRON (AREA 88)

Capcom

4 megabit

First Half 1991



### SUPER FAMILIOM

Capcom is really jumping into the Super FamiCom market head first with at least 4 great titles in the next 6 months. UN Squadron is the newest announcement and it will be Capcom's first shooter for the SF. Sporting elaborate, multi-layered backgrounds, this side view shooter takes place over jungles, deserts, forests and up in the sky high above the clouds. With a wide variety of weapons like Phoenix heat seeking missiles, bombs and cannons UN Squadron ought to be an instant hit.

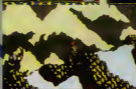
## WANDERERS FROM Y'S

Tonkin House

8 megabit

First Half 1991

The third in the series of Y's quests will be coming out on both CD for the PC Engine and cart for the SF. While the SF version will be a large cart in its own right, it just doesn't have the memory to have the locking titles and great cinema intermissions that the gigabit CD can produce. On the other hand, the main quest will be there, and the game will be spruced up with new and enhanced graphics and game play that the SF can deliver.



## GDLEEN

Seta

8 megabit

February 1991

Seta's first SF game is going to be a huge 8 megabit RPG. As the photos show, Gdleen is quite similar in layout to a Fantasy Star 2. That is, the quest is set in an overhead perspective with pull down windows. The battle scenes will zoom into a PS2 type head-on view with your options for battle shown below. With 8 meg though, the enemy are highly detailed and fully animated. The music are, again, like PS2 set in a 2nd overhead view and consisting of screen after screen of intertwining corridors all loaded with huge enemies.



# BEHIND THE TAITO SCREENS

## EGM VISITS - TAITO OF AMERICA

It is no mystery where the roots of the current video game craze were planted. The Nintendo Entertainment System, Sega Genesis and NEC TurboGrafx all started out as quite different machines in Japan, where the cosmetic differences in their name and shell are about the only thing that disguises them. When it gets right down to it, the vast majority of the games that the aforementioned systems play all got their start on the Japanese predecessors- the Nintendo Famicom, Sega Mega Drive and the NEC PC Engine.

Like these systems and the games they play, nearly all of the Nintendo third-party licensees and many of the sponsor companies for the Sega Genesis all have their origins back on the island of Japan. The distance between the Japanese and the American subsidiaries is quite great and due to this fact, a lot of the heritage in many of these companies is lost to the game playing public on these shores.

There is one company, however, that has made a huge impact on the way we all play games, with a number of various companies that all share video games in common. With an empire that extends from game development to coin-op production to arcades to consumer products for nearly every system on the market, Taito has been a major force in shaping the trends of the past and delivering new types of sights and sounds on a continuous



*Taito has just set up their new corporate headquarters in Wheeling Illinois.*  
basis.

The humble beginnings of Taito can be traced back to 1953 when Mr. Michael Kogan established the Taito Trading Co. At that time he was manufacturing jukeboxes for the Japanese market. He later expanded into the pinball machine business and this evolved, through his research and development staff, to the arcade video games as we know now. In 1973, Taito estab-



*The President of Taito of Japan - Keisuke "Kasey" Hasegawa*

lished an office in the U.S.

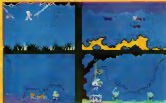
The real impact that Taito was to make on video games was not made until 1979, when the first arcade mega-hit was born. The concept was simple enough, arrange six rows of aliens into formation. Give the player a horizontally mobile cannon that can fire one shot at a time to take out the invaders. To make things a bit more difficult, have the space creatures move side to side and descend whenever they reach the left or right boundaries of the screen.



*Taito's newest version of their original Space Invaders theme x- Majestic Twelve!*

Throw in a roaming UFO for bonus points and give the opponents missiles of their own to drop on the player and you get Space Invaders.

Much more than just Space Invaders, which was later sublicensed to Bally/Midway for distribution in the U.S., was born when Taito introduced this game to an unsuspecting public. Space Invaders pointed the infant video game industry in the right direction by showing that imaginative ideas,



*Jungle Hunt had the player swinging on vines.*

with highly addictive play themes, could work on video screens and prove to be very profitable. After Space Invaders, we saw Galaxian, Galaga and countless other space shooters make a lasting impact in the arcades of America. Indeed, some could say, that when Space Invaders descended upon the world, so did the first video game revolution.

Taito didn't stop with Space Invaders either. After this monumental game, Taito offered up Space Invaders Deluxe as an enhanced version of the original title.

The company continued its string of coin-op hits by introducing games that relied on new and unusual play themes to grab attention and sustain player interest. Although many companies took the safe path and continued to imitate the pulse-pounding action of Space Invaders and its ilk ad nauseum, Taito always took risks needed to bring something original to the game players. Their attention to creativity and development continually paid off with the introduction of the first



*Another new game concept was tried in the game Qix.*

successful side scrolling action game, Jungle King (which was later renamed Jungle Hunt) and the first puzzle-action game, Qix.

While Taito's contributions to the development of so many gaming genres would continue throughout the eighties, the success of these games was not entirely a surprise to the company. Using its extensive network of arcades throughout Japan, where Taito owns and operates more than 100,000 coin-op games, Taito was afforded the luxury of developing more original titles and gauging within their own arcades whether or not a particular game would have the strength to



*In Japan Taito has a large network of arcade s.*

attract even larger followings. If they wanted to, Taito could even develop and manufacture games exclusively for the popular arcade chains. This combination of successful arcade hits and profitable development allowed Taito to seize an opportunity that no other companies have been able to enjoy, to fund groups of developers, both inside and outside of the company, knowing that even the less appealing games would still enjoy a profitable life within the Taito arcade chain.

The extra impact of this development power was felt immediately as even more Taito games began to score big with players. Some of them, like Twin Cobra, were licensed to other companies such as Romstar for distribution here in the United States. That didn't detract from the appeal of these games, it simply provided an even

wider marketing arm for the parent company. Not only was Twin Cobra able to revitalize the slide and shoot genre

(which began with Space Invaders), but they also introduced the first wrestling game, Mat Mania, through Chicago manufacturer Mememtro.

In addition to actually giving many fledgling game companies the ability to compete with strong product, Taito was still further making an impact on the future of gaming by building up many of the leading developers from Japan. Toaplan, now a well known name in both arcade and consumer manufacturing, was a small but highly respected band of developers when Taito gave them the go-ahead to concentrate on many high profile projects. Toaplan's apparent skill at creating new twists on the conventional shoot-em-up themes enabled the company to not only prosper under Taito's guidance, but also bring to the gaming world all-time classics such as, you guessed it, Twin Cobra.

Taito was also way ahead of the competition when it came to the consumer market. While it was true that Taito had done a very good job of licensing specific titles such as Jungle Hunt out to other companies



*Taito has always been known to be at the forefront of technology and willing to try new ideas, like this double monitor arcade game - Darius!*

during the days of the 2600 and Intellivision, it wasn't until Mr. Kogan noticed that Nintendo was readying a new cartridge-based machine that Taito finally came into its own. Immediately signing on as one of the first six licensees gave Taito the valuable right to produce their own cartridges for the Nintendo Famicom in Japan, a right that no future developers or producers would ever

enjoy.

With the Nintendo system becoming a part of Japanese culture, Taito immediately converted over some of their best coin-op titles and worked at giving the new console a life of its own with original efforts. The combination proved successful as Taito had, due to the keen insight of its founder, conquered yet another frontier of electronic gaming.

The emphasis on consumer gaming blossomed even further



*Insector-X is one of Taito's newest Famicom games.*

when NEC introduced a new system known as the PC Engine. Boasting an even more impressive ability to splash color and graphics across the video game screens, the PC Engine allowed the Taito developers to finally bring the broader imagination that the company had always shown at the arcade level,

to the consumer market. Again proving to be a wise decision, the Taito involvement with PC Engine development was a contributing factor to the incredible strength the



*Operation Wolf scored a hit as an arcade to PC Engine game.*

machine had displayed in Japan. Releasing a constant stream of quality softs insured that the PC Engine would maintain the attention of the gamers, and their support has paid off. Now, with the introduction of the Mega Drive,



*Darius 2 proves to be as spectacular on the Mega Drive as it was in the arcades!*

Taito has stepped into a new category once again, using the enhanced abilities of the Sega 16 Bit to bring even more incredible games to the screen such as Heavy Unit, Twin Cobra, and The Ninja Warriors.

As Nintendo began to make inroads into the American game market, Taito followed. As one of the



*Elevator Action and The Legend of Kage were two of Taito's first games for the NES.*

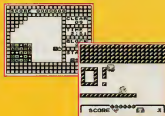
first licensees for the system that had something to prove, Taito entered with four titles led by a nearly pixel-perfect rendition of the ballbashing Arkanoid, complete with special paddle controller. As part of taito's commitment to the North American launch of Nintendo's 8-Bit, Taito established secondary marketing, development and sales offices in Vancouver, British

## The Front Line of Taito of America!



*The driving force behind Taito of America includes: Mr. Yoshiharu Suzuki, Executive Vice President; Mr. Tetsuzo (Ted) Kato, Executive Vice President - Consumer Division; Mr. James J. Miskell, General Manager; Mr. Larry Stalman, Marketing Coordinator; and Ms. Alison D. Quant, Market Research.*

Colombia to remain close to Nintendo's headquarters and keep closer control over the shipping of new product. With several years of successful operation in both the



*As the GameBoy became popular Taito was right there with Flipull. Soon to come is Bubble Bobble!*

Nintendo and computer software fields, capped off by relationships with leading developers such as Natsume, and licenses such as Indiana Jones and the Last Cru-



*Indiana Jones and the Last Crusade will soon be out for the NES.*

sade, Taito is once again making a major move to increase their control over the future of video games.

To facilitate this important step, Taito has brought the consumer division back into the corporate headquarters just outside of Chicago. Led with a new team headed up by coin-op veteran Lawrence Stalman, with continued consultation provided by the key executives of the Vancouver operation, Taito is determined to create a new awareness for the company label and make sure that game players know



*Air Inferno offers the state of the art in filled polygon 3-D technology!*

that the name Taito is synonymous with quality and fun. "It's important to us to get out the message that Taito will spare no expense to bring the same level of creative integrity to our consumer products," explained Marketing Director Lawrence Stalman, "as we have displayed in our arcade hits. With the history that

this company enjoys and the recognition that players have with the Taito name, this should be no problem at all."

By bringing the consumer division into the existing structure of the company, the home gaming market will also benefit from the arcade arm of the company. With new titles like Space Gun and Space Invaders 4 completing the circle that was started over a decade ago with the first Taito super-hit, this type of input is sure to bring about only a positive influence on the games you see for the consoles.

Even though the market for Nintendo products is becoming brutally competitive, Taito's blueprint



*The ultimate simulation - The fully rotating D3-Bos!*

for success calls for a method of development and marketing that follows the very tradition of what the company's all about...new ideas and a creative approach.

## The Evolution of Games At Taito!

### ARCADE --



*THE PAST - JUNGLE HUNT.*



*THE PRESENT - MAJESTIC TWELVE*

*THE FUTURE - D3-BOS*

### HOME --



### THE PRESENT - PUZZNIC



*THE FUTURE - SUPER DARIUS*



# ARCADE ALLEY

# Double Dragon

## DOUBLE DRAGON 3

### The Boys are Back!!

The Double Dragon series was, and still is, one of the most successful coin-op video games of recent years, enjoying wide spread popularity. And, as like many great arcade games, this popularity while starting in the arcades, eventually filters down to our home systems. Witnessed with the two versions of DD and DD2, the upcoming DD3 is a scream. Not to mention the movie soon to be released.

America's hands has just released the newest, and most advanced version yet - Double Dragon 3: The Rosetta Stone. Joining in on the action with Billy and Jimmy is Sunny, posing now a triple threat! Their newest quest is for the Rosetta Stone, as rumor has it that it will unlock the door to untold treasures as well as a confrontation with the ultimate evil in the world! A mysterious fortune teller, named Hiroku, guides them on their journey which will take them to five different countries! The action begins in the U.S. as the dragon trio fight street thugs and biker gangs. Then, at the urging of the the fortune teller, they travel off to China, Japan, Italy and finally, Egypt. The

By Sushi-X

ultimate battle will eventually take place inside an Egyptian tomb against the Skopatra-like master.

New features have been added to Double Dragon 3, further enhancing its long lasting appeal. Weapon Shops are now available, allowing players the opportunity to purchase more weapons by adding a coin for each new item. Players may also purchase extra men that appear when the first man runs out of energy! Up to three additional men may be purchased before game play begins.

As with any new sequel game, new techniques have been added that spice up the action and keep the game play fresh! New fighting techniques such as 'ankle-grab-head-flip' and 'one arm standing head butt' are welcome additions as are 'triangle jump kick' and 'back to back hurricane kick'! By experimenting with different button combinations of the triangle pattern, many different fighting techniques can be discovered.

For the ultimate in arcade fighting sensations, go to your favorite coin-op location and play Double Dragon 3. If you don't, Jimmy, Billy and Sonny may come to pay you a visit!





HE WAS  
BORING  
BRAD...



UNTIL HE PLUGGED INTO PALAMEDES...

NOW BRAD'S  
BROKEN THE  
BOREDOM  
BARRIER!



FOR AGES 7 - 77

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## AROUND AND AROUND THEY GO!

### R-360

And you thought that being thrown around in a sitdown OutRun was great. Well you haven't seen anything yet. Sega has a new arcade game called the R-360. As in a real jet fighter, you are thoroughly strapped in, with a monitor in front of you playing a new version of G-LOC. If you want to roll your plane the 360 physically rolls you, quickly and simultaneously! If you want to do a flip - you guessed it, over you go! All very forcefully and with very little time lag. But keep shooting as the action is nonstop! There's no doubt about it, after trying it out, the R-360 is as close to true fighter combat we'll ever see.



The R-360 uses G-LOC and flips you around as you play!



Soon to come to the U.S.!

### D3-BOS

There I stood, waiting nervously outside the huge silver sphere. The butterflys in my stomach were starting to respond. Or was it just the egg rolls I had for lunch? No time to worry as it was now my turn.



The D3-BOS is a solid sphere!

The door opened! Inside were two seats! After the R-360, the elaborate strapping and harnesses didn't bother me but when the door was closed it got dark as the D3 is completely enclosed. In front of me was a monitor and the software was coming from a new high tech laser disc. As it went through the demo I got twisted, rotated, flipped and rolled in all directions! And fast - 1 rotation per second! Ohhhh, I don't feel good!



## FROM HOME VERSION TO ARCADE!

### THUNDER FORCE 3 AC

It doesn't happen too often - when a version of a home game

inspires an arcade coin-op but, coming soon is an arcade adaptation of the spectacular Technosoft Genesis mega-hit - Thunder Force 3! The game has remained virtually intact, and this says a lot for our home version! The graphics are nearly identical and the only apparent change (other than the direct RGB input to the monitor) is the movement of the status info from the top to the bottom of the screen! All the different worlds are there, especially Gorgon - the world of flames! This is Technosoft's first arcade game and it's a good one!



Level 1 home version.



Level 1 arcade.



Level 3 home version.



Level 3 arcade.

## BLAST FROM THE PAST!

### NAME THESE GAMES??

OK, so you think you know arcade games? Here are a couple of oldies. Tell us what their names are.



**MEDIUM?! ↑**

**EASY! ←**

**HARD?! →**



Hint - the hard game is not Pac-Man!



## FACT-FILE

**Manufacturer:** NTVIC  
**Machine:** Nintendo  
**Cartridge Size:** 2 Meg  
**Number of Levels:** 7  
**Theme:** Action  
**Difficulty:** Moderate  
**Number of Players:** 1  
**Available:** March '91



*The people have all fled to safety, only Max is left to save the planet!*

### *The Lone Warrior...*

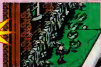
The planet of Pan has been completely taken over by an alien enemy. All have fled to safety except Max, the captain of the army. Assume his job and take on the enemy singlehanded. Equipped with your laser, take Max through the alien defenses picking up occasional power-ups they have left behind, and hop on a motorcycle or hoover-craft and blow by the infestation! Avoid getting killed and you will be able to enhance your weapon up to five times their original strength. Look for the barrier, which allows you to be hit 5 times without injury, and find the Life Recovery pill, to restore lost energy.

It's a diagonally scrolling action-adventure game packed with 6 difficult levels of alien-bashing fun. Finish the 6th level and get ready for a special seventh level meant only for the very best player! With a password feature to allow you to continue where you left off, *Isolated Warrior* offers the type of game play that will challenge even the better players



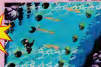
*Max overlooks the city which he must free from the enemy!*

### LEVEL 1



*Hit the streets in search of the aliens who have taken over the world.*

### LEVEL 2



*If you can find the hoover-craft use it, as it can make getting around easier.*

### LEVEL 3



*If you pop a wheelie when on the motorcycle you can ram the enemy!*

**Grab these weapon power-ups to wipe out the enemy!**



**NORMAL LASER**



*The laser is powerful, but very thin.*



**LEVEL 5 LASER**



**NORMAL WIDE SHOT**



*The wide shot is weak until powered up.*



**LEVEL 5 WIDE SHOT**



**NORMAL BOMBS**

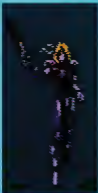


*Destructive bombs can be shot any direction.*



**LEVEL 5 BOMBS**

*Each of the main weapons can be powered up 5 times. Every time the weapon is powered up Max can fire in another direction. When Max dies his bomb level decreases by one.*



*Stay away from Max or you'll 'make his day'!*

**MOVE ON TO THE ADVANCED LEVELS!**

**LEVEL 4**



**LEVEL 5**



**LEVEL 6**



*Survive through 6 levels and get ready for an extra special level 7!*

**Grab these icons to add abilities and stamina!**



*Life Icon* - usually found after defeating minor bosses and/or multiple enemies.



*Speed Icon* - Only certain types of enemies carry this handy power up.



*Bomb Icon* - This item will add to your bomb arsenal. You can only carry up to ten.



*Bonus Icon* - After you retrieve enough of these, you will gain an extra man.



*Shield Icon* - The most valuable power up. This icon is carried by two sentries.



After your shield is up, you can withstand many hits or one enemy collision.



## FACT-FILE

Manufacturer: Hudson Soft  
 Machine: NES  
 Cartridge Size: 2 Meg  
 Number of Levels: 64  
 Theme: Adventure  
 Difficulty: Average  
 Number of Players: 1  
 Available: March 1991

### The Adventure Continues...

The evil Witch Doctor is up to her old tricks again, and this time she's kidnapped the Princess Lellani's beloved sister Tina. You are Master Higgins, the noble explorer who rescued the Princess last time, and you've determined to save her sister. In order for you to rescue Tina, you must pass through 8 different islands having 8 levels on each, a total of 64 levels! Fortunately for you, you're not alone, along the way you'll find many items and meet friendly dinosaurs whom you will ride. Throughout the islands you'll find fruit, be sure to eat it because your life meter is like a timer, and only by keeping it full can you stay alive. A new feature in the game is the ability to store power-ups and choose them when you need them most. Each island is guarded by a huge boss character. On the various islands you'll venture through forests, lakes, deserts, ice, caves, clouds, volcanos, and prepare for the final encounter with the Evil Witch Doctor on Dinosaur Island! Your beloved Tina awaits her rescue.

### THE WORLD MAP



#### LEVEL 1: FERN ISLAND



#### LEVEL 2: LAKE ISLAND



#### LEVEL 3: DESERT ISLAND



OUCH!



LOOK OUT!



HOT!



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At the beginning of each level you have the option of selecting which power-ups you want to use from the Item selection screen.

## BONUS ROUNDS

The Key will take you to this special bonus area!



After each level, try your luck at the Bonus Egg Round!

**PICK UP CARD  
ICONS TO RIDE A  
DINOSAUR!**



**THE EGGS HOLD  
MANY  
SURPRISES!**



**THE HAMMER IS A  
HANDY WEAPON!**



**THE SKATEBOARD  
ADDS SPEED!**



**GRAB THESE ICONS  
FOR HEALTH!**

**FRUIT**  
ADDS HEALTH



**MILK**  
FULL HEALTH



**FAIRY**  
INVINCIBILITY



**MEAT**  
FULL HEALTH



## FACT-FILE

**Manufacturer:** Acclaim  
**System:** Nintendo  
**Cartridge Size:** 2 meg  
**Number of Levels:** 5  
**Theme:** Action  
**Difficulty:** Avg.  
**Number of Players:** 1  
**Available:** Feb. '91



Cowabunga, dude! America's funniest family is coming to the NES! This 2 Meg cartridge sends Bart and the rest of his family through five missions to save Earth.

## COOL, DUDE!

The radical troublemaker Bart Simpson has discovered alien mutants in Springfield. With only his Xray specs, a few coins, and street smarts, Bart must thwart the alien's plan to take over Earth!

In Level One, Bart must get rid of 24 purple objects in town. He must also convince Maggie that aliens are in town by collecting letter icons from disguised aliens. These mutants look normal until Bart uses his Xray specs.

Some purple objects are on window ledges. Luckily, trash cans act like trampolines and catapult Bart high into the air! If a can is not nearby, Bart can jump onto doors and windows to reach the purple items.

People who wear purple are also prime targets for Bart's spray paint! Bart can call Moe and spray him when he comes out. The Cub Scout leaves the theater when the timer reaches 200 or 400. Also, if Bart stands on the grass near the statue, a purple officer will appear.

When Bart hides the items and convinces Maggie of the alien's presence, both Bart and Maggie team up to defeat the level boss! Soon after, however, Bart learns that the aliens are now collecting hats in Level Two...

Spray the scout at 200 or 400.



Paint the alien on the sign.



Spray Moe after calling him.



Be sure to paint the flower pots.



Don't forget to spray the cans!

Use a coin to call Moe.



Paint the purple fountains here.



Dump the paint on the overhang.

Cherry bomb the bird in the cage.





Our hero, Bart, has overheard the alien's plan! Bart must stop the aliens from building the doomsday device! In Level One, Bart must paint or hide all visible purple objects in the town of Springfield and convince Maggie of the alien's presence.

Walk the high wire to victory!



Grab all the paint you can!



Use the wrench on the hydrant.



Grab the clown loon for a 1up!



Jump on the grass to get the officer.



Use a rocket to hit the statue's bird.



Beware of Jimbo on the sidewalk!



Turn on the sign with a rocket!



Use rockets on the windows too.



Use Xray specs, hit the mutants...



...and get the letter loon.



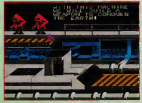
### LEVEL ONE END BOSS!!!

This boss throws rocks, but is really easy to defeat. Just jump and hit the bowling balls that Maggie rolls to hit the boss.



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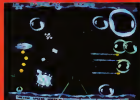


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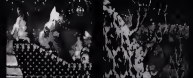


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## FACT-FILE

**Manufacturer:** Sega  
**Machine:** Master System  
**Cartridge Size:** 2 Meg  
**Number of Levels:** 7  
**Theme:** Adventure  
**Difficulty:** Easy  
**Number of Players:** 1  
**Available:** Feb '91

# CASTLE OF ILLUSION



## Welcome to Vera City...

A couple of months ago Sega brought out a spectacular new game for the Genesis. One would think that a game centered around Mickey Mouse would be aimed at the younger audience, but as we all found out Sega's Mickey turned out to be a programming masterpiece. With some of the best animation ever done in a video game, plus very challenging game play, Mickey quickly got the respect from all players.

Now, Mickey has been converted to the 8 bit Master System and, like Ghouls and Ghosts and Dick Tracy, Mickey has not suffered tremendously from the downsizing even though the memory has been cut in half! Gone in the process though, are the multi-level, finely detailed, backgrounds and some of the cute frivolous animation. But, the plot remains the same - rescue Minnie from the witch's clutches, and, many of the levels like the Black Forest and the Toyworld still retain the original theme as those in the Genesis cousin. The power-ups, like the Mickey Mouse ears, and other bonuses are here also. The bosses are new and have been redesigned to fit the capabilities of the 8 bit machine. However, most importantly, Mickey comes off as a fun, well playing game for players of all ages and it also shows the dedication that Sega still has in the Master System. The cart should please the die hard Master System users who haven't upgraded to the 16 bitter.

## MINNIE HAS BEEN KIDNAPPED!



## NICE MOVES, MICKEY!



Throw rocks!



Hurdle the enemy!



Slide into the trees!

## GET THE BONUS POWER-UP ICONS!



1 - Up



Door Key



??? Chests



Coin



Cake



Gem



Life Star



Chest



Small Coin



Cake Slice



## HELP MICKEY RESCUE MINNIE FROM THE EVIL WITCH!

You start Mickey's adventure in the hallway of the wicked witch's castle. At the end of the hallway are three doors - one for each of the first three levels. After completing these tasks a ladder appears in the hallway. Climb up to find another short hall with two doors. Beat these levels and the final ladder appears. This takes you to the witch's lair and, that is where Minnie is being held captive! Destroy the witch to free your girl!

### MISCHIEVOUS MICKEY!



### Miniboss!!



### Level 6



### Level 6 Boss!!



### Level 4



### Level 5



### Level 4 Boss!!



### Level 5 Boss!!



### Level 1



### Level 1 Boss!!



### Level 2



### Level 2 Boss!!



### Level 3



### Level 3 Boss!!







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## FACT-FILE

**Manufacturer:** Sega  
**Machine:** Genesis  
**Cartridge Size:** 2 meg  
**Number of Levels:** 31  
**Theme:** Quest  
**Difficulty:** Avg.  
**Number of Players:** 1  
**Available:** Feb. '91



## CHANGING MAZES!

Fatal Labyrinth is Sega's first attempt at a low cost 2 meg quest game. In this there are 30 levels and a final confrontation with the evil boss dragon. While not exceptionally difficult, what makes this soft unique and worth considering though, is the fact that EVERYTHING changes each time you play the game. The mazes are arrayed randomly from a master list. The weapons and spells also have a bit of randomness built in, for, in one game, a red cane will be good, and the next time you play it the red cane will be useless. Some things are consistent. Scrolls and canes found in a room with enemies indicates that they can be safely used against monsters in that room. The rest is up to you in this bizarre, ever changing quest game!

## LIKE A RAT IN A SEGA MAZE!



*The mazes change from game to game adding variety each time you play!*

## DISCOVER SECRET DOORS!



*Some pathways seem to be dead ends, Hit your C button to reveal secret doors.*

## KEEP TRACK OF STATS!

**R03**-Floor you are on  
**HP** -Current hit points/ total hit points  
**F**-available food



**PW**-attack power

**R**-Ranger character classification  
**G**-total gold  
**AR** - Armor class

## THE MAGIC AND POWER AT YOUR DISPOSAL!

### CANES



The canes are used for attack.

### SCROLLS



Cast a spell in combat.

### ARMOR



Protects you from damage.

The folks at SEGA have come up with an intriguing adventure/quest game in *Fatal Labarynth*. Sega has designed this game to change every time you play. Each time you plug this game in, it is different. The layout to every level changes. So ,to, do all the power-up items. For example, a blue cane could be a powerful weapon the first time you play, but the next time it could be cursed. The red ring you find the first time out could strengthen armor in this game, but in playing on another day, it could throw you into darkness. We know that canes and scrolls are attack tools that have the potential to render powerful monsters helpless or annihilate them completely. Rings and potions help your character in many ways. They could just boost your power a little bit, or they could replenish your hit points totally. However, these items could also be cursed, causing you to lose all of your food or make you move around uncontrollably. They could still darken entire levels on other occasions.

### AXE



Weapon for close fighting.

### BOW



Kill the enemy from a distance.

### HELMET



Gives defensive power.

### RINGS



Use the ring to power-up.

### POTION



Use a potion to restore energy.

### SHIELDS



Repels enemy attacks.

### SAMPLE POWER-UP USES:

#### CANES

- Blue-- "lighting" attack weepon
- Black-- "anti-magic"
- Purple-- "curse" dance around
- Yellow-- kills monsters instantly

#### SCROLLS

- Brown-- "search" items appear
- Pink-- "chaos" monsters helpless
- Red-- "Appraise" identifies items
- Black-- shoots flames

#### POTIONS

- Green- replenishes hit points
- Yellow- increases power
- Brown-- lose all food
- Grey-- total darkness

#### RINGS

- Grey--increases power
- Blue--increases armor
- Red--increases attack

NOTE: The uses will vary from game to game. These uses show what is available for you to use.

### THE ENEMY WITHIN!



The Shinobi steals things from you!



The crystal shoots ice beams at you.



His magic puts you to sleep.

Besides mazes, weapons and spells that change, so do the enemy!

## FACT-FILE

Manufacturer: NuVision  
Machine: Genesis  
Cart Size: 4 Meg  
Number of Levels: 6  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: Feb '91



### **KENJI, COME IN!**

A new cart from NuVision Entertainment, Bimini Run combines the thrill of a racing game with the non-stop excitement of a shooter!

Kenji O'Hara is the owner and driver of Banshee, the fastest gun boat in Bimini Bay. His twin sister, Kim, has been kidnapped by the nefarious Dr. Orca! Kenji's mission: rescue Kim and put Dr. Orca out of business for good!

Luckily, Kenji isn't alone; Luka, his loyal friend, is the expert marksman who will blow Orca's men sky-high! In the two-player mode, a friend can star as Luka, and then team up to rescue Kim and destroy Dr. Orca's dream of world domination!

Dr. Orca won't be sitting idle, though. He has launched his own forces to stop Kenji and Luka before they even leave the dock! Using the Banshee's onboard machine gun and bazooka, Kenji and Luka must blaze their way to Dr. Orca's lab.

Of course, getting there is another problem; the lab is hidden deep within the Bimini Zone, a warped area that defies reality. Inside the zone, Kenji must dodge blood-thirsty sea monsters and poisonous fog to reach Dr. Orca's lab. Naturally, your compass and radar are useless, so follow the mermaid to safety!



### **ENEMY BOATS ARE RUTHLESS!**



Dr. Orca's henchmen are waiting around every bend! These boats are slow, but they fire continuously. Use the Banshee's speed to zip past these dangerous enemies.

### **HELICOPTERS ARE EVERYWHERE!**

As if boats weren't enough, Dr. Orca has launched his air squadron of attack helicopters! These flying fighting machines are fast, but not accurate. Blast them quickly and continue on.



### **BEWARE THE SEA MONSTERS!**

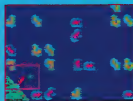


Instant Bermuda Triangle! Dr. Orca's Bimini generator has shrouded his lab in fog and unleashed frightful sea monsters to stop Kenji. Follow the mermaid Mariyana!

### **THE CHARTS ARE YOUR GUIDE!**



The Local Chart shows the immediate area.



The Radar Map shows the entire area at once!

### Hot Pursuit

Kenji! Dr. Orca's hench-men have kidnapped Kim and are rushing off to his hideout in a power boat! Capture them by using the gas bomb.

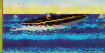
### Kenji



### Chapter 1



### Kidnappers!



### The Stealth

The boat was a decoy! A helicopter has transported Kim to a nearby island. Watch out for Orca's men and destroy the radio tower!

### The Banshee



### Chapter 2



### Radio Tower!



### High Seas Encounter

Dr. Orca has Kim on his yacht! Follow him closely until he reaches his secret island hideout. Be careful not to shoot the yacht. Kim is aboard!

### Luka



### Chapter 3



### The Yacht!



### The Rescue

Dr. Orca has hidden Kim! Find the island with her cell and save her from Dr. Orca's clutches! Destroy guard towers to obtain valuable clues of her location.

### Kim



### Chapter 4



### Guard Towers!



### Into the Bimini Zone

Kim is safe, but the world isn't! Plunge into the Bimini Zone and destroy Dr. Orca's lab! Only Marlyna the Mermaid can guide you safely to the lab.

### Marlyna



### Chapter 5



### The B.A.M. Lab!



### Dr. Orca's Demise

This is it! Follow Dr. Orca to his secret island hideout and dodge vicious enemies along the way. Destroy the B.A.M. transmitter to rid the world of his threat!

### Dr. Orca



### Chapter 6



### The Transmitter!



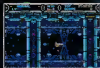
# GALFERS

## FACT FILE

Manufacturer: Renovation  
Machine: Genesis  
Cartridge Size: 8 Meg  
Number of Levels: 7  
Theme: Shooter  
Difficulty: Hard  
Number of Players: 1  
Available: Feb 1991

## CAN YOU SAVE THE EARTH?

In 2176 the Earth has been turned into an environmental wasteland by the carelessness of humans. An intergalactic terrorist organization known as Gulfer is planning on invading Earth and using the toxic waste to build weapons to conquer the galaxy with. The United Star Federation of Leezaluth, the governing empire of the galaxy, sent a warning to the people of Earth. It said "You humans must stop Gulfer, if you cannot, then we will be forced to supernova your sun and destroy the Earth to stop them." Earth is in no condition to fight against the Gulfer, but an Earthling named Dan Dare and a Leezaluth named Alexis team up to take on the maniacal Gulfer and restore the Earth and insure the survival of the human race.



**BLAST OFF!**

The TOZ is your scout ship, launch it out and capture enemy ships to gain special weapons. Keep zapping the same type for more power.



Here's the Giga Beam in the 1st power level.

Zap the enemy again for level 2.



3 zaps and you're at full power!

## WEAPONS

1. Ion Cannon
2. Quark Missile
3. Horizontal Laser
4. Vertical Laser
5. Rolling Collider
6. Energy Smash
7. Plasma Cannon
8. Giga Beam
9. Summer Suit Laser
10. Tektite Missile
11. T-Braster
12. F-Formation
13. T-Vulcan
14. A-Billet
15. Break Defender





## LEVEL 1: FLOATING CONTINENT

Blast off from the Space Attacker station and maneuver through an asteroid belt. This is a good time to get acquainted with the TOZ, try learning different weapons by zapping the various enemies at the beginning of the stage. Fly through the massive floating cavern and you'll meet Galudia a very ruthless and huge 1st boss.

## LEVEL 2: GLACIAL PLANET

As you enter the atmosphere of the planet watch out for the laser cannons and be sure to zap the satellites with TOZ, you'll get the Somer Sauli Laser, a very effective homing weapon. Watch out for the icebergs while plunging into the Arctic ocean, to meet Cassarina, boss of level two.



## LEVEL 3: SPACE SANCTUARY

In the first part of this level, you engage in super intense space combat while traveling at lightspeed. When you come out of lightspeed you'll enter a huge castle where you'll have to deal with giant swinging maces and razor sharp guillotines. Go for the menacing Death Ghetto's head, it's his weak point!

## LEVEL 4: SPACE COLONY

Pass through a space graveyard, dodge the debris and space rubble to get to the entrance of the space colony. Once inside you'll face all types of blomonsters and aliens. Deeper yet, you must squeeze through a narrow passage into the chamber of the vicious boss Guzalik. Attack his core when he stops spinning.



## LEVEL 5: SOLAR ENCOUNTER

Get ready for a furious fire-fight above the flareups of the burning sun. You'll encounter huge enemies in this level. It takes quick reflexes to battle the many mini-bosses while dodging the falling chunks of space crystal. Prepare to face the monstrous Golden Dragon, he's very tough and it'll take some perseverance to beat him.



## LEVEL 6: ULTRA DEFENSE FORT

Enter the Warehouse where a fierce battle awaits



The last two levels are even more intense than the others, this is where the Gulfer hits you with everything they've got! Good Luck!



## LEVEL 7: GULFER CORE

You must face all 6 previous bosses before facing their leader!





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## FACT-FILE

**Manufacturer:** CSG Imagesoft  
**Machine:** GameBoy  
**Cartridge Size:** 1 Meg  
**Number of Levels:** N/A  
**Theme:** Adventure  
**Difficulty:** Average  
**Number of Players:** 1 or 2  
**Available:** March 1991

### The Lifestone is missing!

A new Gameboy game from the makers of Solstice, Dragon's Lair-The Legend, is the "jumper" fan's dream. The levels are huge (Level One is partially shown here), and jumping skills are a must. With numerous pits, spikes, platforms, and acid pools, this game requires superb timing, technique, and reflexes.

The object of Dragon's Lair-The Legend is to collect 194 pieces of the Lifestone, which have been scattered throughout the kingdom. Although unguarded, these pieces are usually out of reach or hanging dangerously above sharp spikes or electrified rails. Luckily, the plants and animals will help carry Dirk over or around such pitfalls.

Once Dirk has collected all the Lifestones pieces, he must journey to the knight waiting deep within the incredible Dragon's Lair, the largest and most difficult area of them all.

# DRAGON'S LAIR

The main challenge in the Upper Forest is timing the jumps from the moving ledges and platforms

The Lower Forest is full of spikes and long falls. The friendly animals help Dirk pass dangerous obstacles.



### LEVEL 1 - PART 2 LOWER FOREST



### LEVEL 1 - PART 3 MINE TUNNEL

Some lifestones can only be



### LEVEL 1 - PART 4 SKYWAY



The mines require great jumping skill to retrieve the lifestones. Only by jumping forward can Dirk stay alive.

## GATHER THE LIFESTONE PIECES

Dirk must collect all 194 Lifestone pieces before going to the knight in the Dragon's Lair. It is possible to reach all the pieces without losing a life, so be patient and plan your journey wisely! If Dirk gathers enough Lifestone pieces or lands on a sprite, he may fall a little farther too. Hurry, Dirk! The Princess is waiting!

### LEVEL 1 - PART 1 UPPER FOREST



### LEVEL 1 - PART 5 THE LAIR



collected in one direction - take your time and study the layout of the Mine Tunnel.



After getting all the lifestones you must go back to the beginning to get to the entrance to Part 5.

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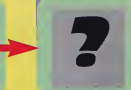
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### LEVEL 1 - PART 5 THE LAIR



After getting all the lifestones you must go back to the beginning to get to the entrance to Part 5.

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## FACT-FILE

Manufacturer: Atari  
Machine: Lynx  
Cartridge Size: 1 Meg  
Number of Levels: 6  
Theme: Shooter  
Difficulty: Average  
Number of Players: 1 to 4  
Available: Now

### Take No Prisoners!!

War has broken out between the two industrial powers of the universe, the Mercantils and the Zarlors. Although rich beyond belief, neither side has an military powerful enough to destroy the other. Recently, the Zarlors have attempted to enlist outside help their war efforts. After a quick deal, you have agreed to pilot your ship through the Mercantil lines and cripple their armies. You are the Zarlor Mercenary!

A new game for the Atari Lynx, Zarlor Mercenary takes the phrase, "every man (or woman) for himself," and runs away with it! Nobody is safe, as even friends can be enemies in this non-stop free-for-all! With a super option of four-person simultaneous play, Zarlor adds a new dimension to shooter fun.

Since the object of the game is to make money while destroying the Mercantil installations, blast everything! Anything that moves is a target, and most buildings are usually fair game. In fact, in the two or more player modes, mercenaries can steal from each other!

Each destruction is worth a certain amount of Zarbits, which can then be traded for improved weaponry or defense mechanisms at the Mercenary Mercantile at the conclusion of each level. Even weapons can be traded at the Mercantile! Be sure to pick up lots of extra ships.



# ZARLOR™

MERCENARY



## CHOOSE FROM SEVEN DIFFERENT CHARACTERS!

SCORCH



BRENDA

X  
Q  
4  
9



S  
P  
I  
K  
E

LANDRU



X  
E  
T  
E  
R  
O  
G

Of course, with six heavily guarded levels to penetrate, you're going to need all the help you can get! When in the multiple-player modes, the mighty Backstabber weapon will keep greedy companions in line by damaging their ship only. Only a group of mercenaries acting as a team can defeat the Mercdants! Sometimes, teamwork is very beneficial. For example, in the Mercantile, players can trade Zarbits with each other.

Unfortunately, the Medicants are waiting for you with huge end bosses and blistering firepower! Be sure to get the Power Globe and numerous extra ships. Despite this, all sorts of booty can be found anywhere at anytime, so keep a eye out for the various icons floating in space.

After all is said and done, its war! Only the best mercenary will conquer the last level, Cedmite City, and receive the reward at the National Vault. Good Luck!!

## Level 1

Here, in Level One, you must destroy the Cadmar Desert pipelines!



## Level 2

In Level Two, guide your ship through the Mesort Swamp with care.



## Level 3

The Mercdiant water factories are the main targets in Level Three.



### BOSS 1!!

The mysterious Mendi-cant Super-weapon fills the entire screen!!



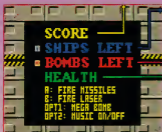
### BOSS 2!!

This huge warplane is no match for your awesome flying ability.



### BOSS 3!!

Big as it is, this enemy boss can't withstand your ship's firepower.



Let the on screen tutor show you the way!



Buy and sell supplies at the shop after each level!

## BUY OR GRAB THESE POWER UP ITEMS!



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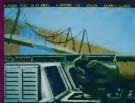
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**FACT-FILE**

**Manufacturer:** Konami  
**Machine:** Nintendo  
**Cart Size:** 4 meg  
**Number of Levels:** 10

**Theme:** Action  
**Difficulty:** Avg.  
**Number of Players:** 2  
**Available:** Now

**COWABUNGA DUDE!!!**

The Turtles are back and ready for action! Shredder's up to his old tricks again and has kidnapped both April and Splinter. It's up to you to rescue your comrades from the notorious Foot Clan and put an end to Shredder's mayhem. This translation of the coin-op hit is so good it's hard to believe you're playing it on the NES! This cart features a whopping 4-Meg and MMC3! Turtles 2 takes NES to the limit, with great graphics and animation, parallax scrolling backgrounds, and 10 action packed levels of challenge. The whole gang is here Leonardo, Raphael, Donatello, and Michelangelo. T.M.N.T.2 is a fantastic game and the crew here at EGM has mapped out the entire game for you! Add in tips and strategies from the one and only U.S. National Video Game Team, and you'll be face-to-face with that tinhead Shredder in no time!



Cinema Displays are featured throughout the game.

April's apartment is on fire! Rush to her rescue!



Watch out for the giant balls that come out of the stairs!



Use the parking meter and hydrant as weapons!

How much for the Shredder in the window?



Don't fall in the manholes.



Use jumpkicks to defeat Bebop, then watch Shredder kidnap April again.



**SCENE: 2**



Don't be distracted by the pretty girl on the skateboard.

Again, you must use the jumpkick to defeat this boss. Rocksteady puts up a tough fight so strike fast and hard. Once he's defeated jump into the manhole.



It is vital that you get the pizza whenever it appears, you'll need health for the battle with the boss.

Use the jump & slash technique on the boomerang throwing Foot Clan.



Stay at the bottom of the screen to avoid being flattened by the falling billboards.



If you use jumpkick on the these enemies, you'll avoid being blasted by the dynamite.



The Robo-dogs make their first appearance here, if they bite you, shak'em off



These guys wield huge hammers, use jumpkicks to beat them.



Watch out for falling gates, use timing to get past

Here you'll meet Baxter Stockman lurking in the sewers, he's not a very tough boss. If stand to the far left you'll defeat him by his Robo-dogs.



## SCENE: 4



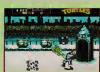
Some people need practical advice, so watch out for falling boulders, manholes and don't get run over by the plow.



These snowmen aren't so jolly, after a few hits their true identity is revealed. Jump & slash works best.



Dodge the boulders that Tori throws at you and when they pass overhead, jumpkick your way to victory!





**SCENE: 5**



Use the cones to wipe out the Foot Clan.



Watch out for the cars, they rush out very quickly.



More enemy are waiting in ambush in the vans.



Baxter is back again, be sure to eat the pizza, then jumpkick him. Stay at the far right or left when he fires.



Now that April is safe, lets go get Splinter!



This the level is pretty straightforward, the main thing is to stay at the top so you don't get run over.



Jumpkick these henchmen after they throw their bombs at you.



**SCENE: 7**

Hop on your jet powered skateboard and take on the Foot Clan at full speed. When facing the Heis stay to the far right of the screen and use the jumpkick. Use the jump & slash technique to dispose of all other enemies.



Use jump & slash on the beetles.



Use jumpkicks on the fireflies that come out of the giant drill.



It is better to take the top path here.



Stay near the top of the screen and jumpkick your way through, don't miss the pizzal

They only way to beat the Rock Soldier is with jumpkicks.



## SCENE: 9

Many opponents appear from inside the wall through revolving doors. Keep your guard up they're everywhere!



These robotic apes attack in an unpredictable manner, so you the jump & slash as soon as possible.



The scorpions are very aggressive, jump & slash is most effective.



Stay at the top, and keep jumping over the bamboo spikes

You've finally made it to the end of this heavily booby-trapped dojo only to meet Shogun, one of the toughest bosses in the game! It'll take many wicked jumpkicks to beat him.



## SCENE: 10

### THE TECNODROME



The Technodrome is the Foot Clan's last line of defense, it's jam-packed with ceiling lasers, wall lasers, and freeze gas boobytraps in the floors that spring up in the most unexpected moments. As soon as you arrive you'll be greeted by all kinds of Foot soldiers in greater numbers than ever before! You must then fight a stronger Rock soldier before entering the chamber where the last battle will be.



Don't get hit by the beams,



Stay at the lower right hand corner of the platform to avoid be hitting by the giant bowling balls.



Use a combination of jump kicks to the head and the jump & slash technique to get rid of Krang's huge robot disguise.

After defeating the robot, Krang will jump out of its stomach, and fly around the screen boasting of his invincibility.



Now you must face Shredder himself! Keep moving around the screen and stay in air using jumpkicks as much as possible. You must knock the helmets off both Shredders to beat them. Only then peace will be returned to New York City, or will it??

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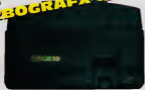
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## **1. Alex Martinez 4,720**

- |                |       |
|----------------|-------|
| 2. Brian Gatti | 4,709 |
| 3. Steve Swetz | 4,629 |
| 4. Dan Lee     | 4,569 |
| 5. Shawn Laird | 4,519 |



**Send Scores For...  
Thunder Force 3  
All entries by March 31.**

**NINTENDO**

<b>Game</b>	<b>Score</b>	<b>Player</b>
Abadox	88,000	Mike Miller
After Burner	14,335,970	Jeff Yonan
Bad Dudes	999,999	Stephan Krogman
Batman	6,802,500	Jeff Arenameyer
Bural Fighter	242,100	Josh Wnter
Contra	6,553,500	Joeh Wnter
Double Dragon	346,450	Jeff Banson
Double Dragon 2	399,680	Chris Hoffman
Godzilla	9,861,740	Jason Turks
Guerilla War	219,400	Stefan Zarzynski
Karnov	534,500	Ralph Mendes
Marble Madness	147,100	Jason Turks
Mega Man	9,999,700	Jason Sinclair
Metal Gear 2	Finished	Sergid Strugar
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Red Racar	81,296	Glenn Stockwell
Rempage	81,900	Leelis Ford
Road Blasters	999,999	Ralph Balbaggio
Rolling Thunder	92,100	Ray Severance
Sky Shark	1,043,570	Jeff Yonan
Star Soldier	4,290,000	Edowiand Charbonneau
Super Mario Bros. 3	9,999,990	Sergio Stugal
Tatria	382,716	Gasabed Kandiklan
TMNT	2,184,100	Chris Hoffman
Wizards and Warriors	639,500	Jim Killy

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Rules - All scores on Thunder Force 3 must be received by March 31, 1991. If maximum scores are reached, the first five entries will be awarded prizes. All scores must be submitted on official Team entry forms and be accompanied with a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 300, Lombard, IL 60148 for an official entry form.



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**ARCADE GENESIS TURBO SEGA**

<b>Game</b>	<b>Score</b>	<b>Player</b>
After Burner	9,704,000	Jeff Yonan
Altered Beast	234,400	Alex Stamos
Double Dragon	610,370	Brian Gaudreault
Missile Defense 3-D	659,000	Joe Tadder
Out Run	55,626,340	Dan Lee
Rampage	795,460	Gerald Breheny
Rastan	2,828,800	Brian GauDreault
R-Type	1,128,500	Brian GauDreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier	26,012,900	Christopher Sims
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

<b>Game</b>	<b>Score</b>	<b>Player</b>
Alien Crush	999,999,900	Barry Bowman
Blazing Lazars	24,523,070	Jim Hakola
Bloody Wolf	2,348,300	Ken Shulin
Bonk's Adventure	849,060	Jason Walinske
Cyber Core	9,999,900	Jim Hakola
Dragon Spirit	639,670	Randy Lewis
Fantasy Zone	98,265,100	Brandon Fish
Fighting Street	547,600	Sergio Strugar
J.J. & Jeff	10,175,650	Chris Camera
Monster Lair	378,600	Mark Discordia
Side Arms	3,848,600	Mark Discordia
Victory Run	18 min. 44.16 sec.	Jerry Tischler

<b>Game</b>	<b>Score</b>	<b>Player</b>
After Burner 2	23,550,010	James Bryat
Altered Beast	4,682,500	Lee Ventelcher
Air Diver	77,077,000	Scott Wimpari
Curse	10,560,300	Jeff Yonan
Forgotten Worlda	1,694,100	Tony DeSilvry
Ghoula and Ghosts	1,559,700	Glenn Stockwell
Ghostbusters	12,371,000	Parrish Spinoso
Revenge of Shinobi	6,029,800	Bradley Miksa
Target Earth	79,172,540	Randy Lewis
Thunder Force 3	6,222,600	Jeff Yonan
Truxton	3,331,050	Tony DeSilvry

<b>Game</b>	<b>Score</b>	<b>Player</b>
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Diner (PIN)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Smash TV	12,624,000 (1 Play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

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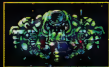
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THE END

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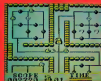
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